

TAKE YOUR GAME FURTHER  BRADYGAMES®

DEFENDER®

Official Strategy Guide

by Robert Berger

Save All Colonists!
Maps for Every Mission!

This game
has received
the following
rating from
the ESRB:



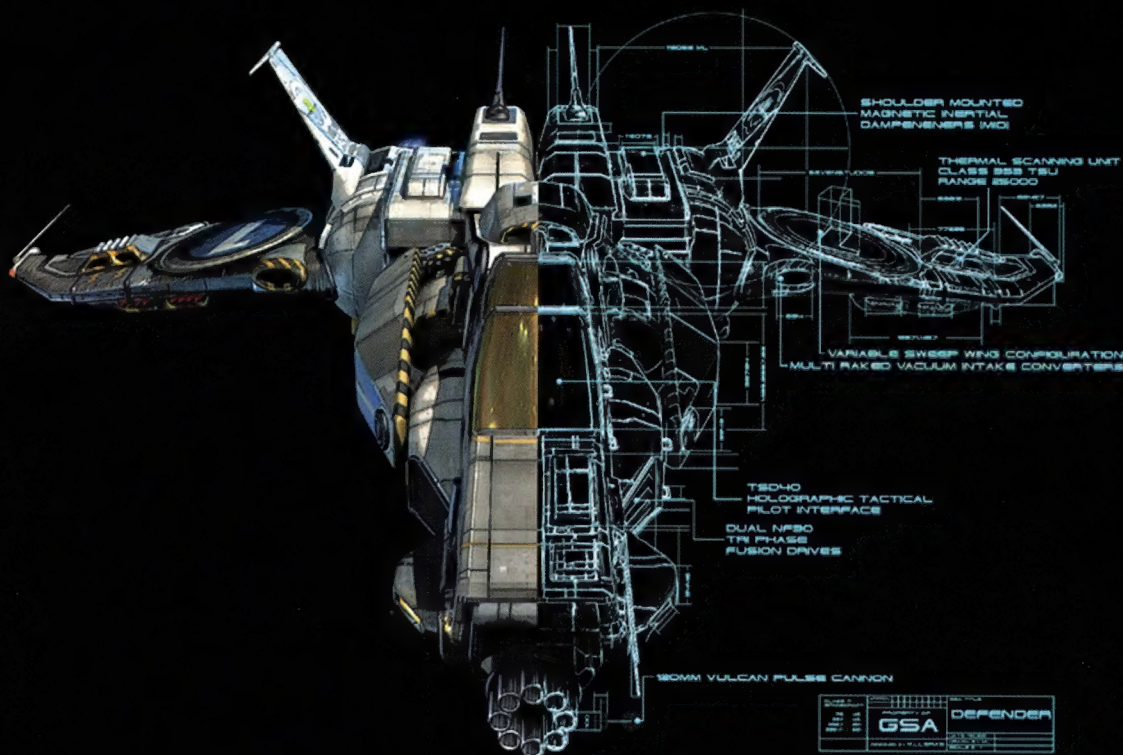
 MIDWAY

Covers PlayStation 2® Computer Entertainment System,
Nintendo GameCube™, and Microsoft XBOX™

DEFENDER[®]

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BRADY GAMES[®]
TAKE YOUR GAME FURTHER[®]

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INTRODUCTION

ATTACK AND DEFEND: THE CLASSIC DEFENDER

In 1981, Eugene Jarvis, of Chicago pinball powerhouse Williams Electronics, created the company's first foray into the still embryonic medium of video games, Defender. Jarvis, a former Atari programmer and UC Berkeley grad student, had never designed a video game before. At that time, the genre's Queen Mother was the seemingly tireless alien-attack romp, Space Invaders. Jarvis's game went one better by suggesting the simple but profound concept of an apparently infinite game universe.

As the first ever side-scrolling game, Defender gave gamers the impression of a battleground that extended far beyond the confines of the screen and shaded the conflict itself by introducing moral complexities. Instead of just blasting indiscriminate yellow blobs, you played the role of rescuer to helpless human civilians on the planet's surface. Members of your flock who had the misfortune to be captured by the spidery invading swarm of alien "Landers" became themselves dangerous "Mutants" joining forces against you. Unlike Space Invaders, Defender also featured the first true arsenal of area effect weaponry, "Smart Bombs" that when fired would eradicate all onscreen enemies.

Despite how crude its graphics seem today, Defender's unique blend of pyrotechnics and decision-making--Should I let one of my own race drop to their death or just let him mutate?--captured the hearts and quarters of millions. Although Jarvis went on to design a number of other influential titles, including Stargate (the 1981 sequel/remake to Defender), Robotron 2084, and NARC, all lucrative and stylistic successes, none cast nearly so long a shadow as his initial creation.

THE NEW DEFENDERS

The pixilated, 16-color Lander has given way to a fully articulated and animated 3D model, sporting a complex, multi-channel system of artificial intelligence, and enhanced by a host of rendering effects: dynamic lighting, real-time shadows, spectacular highlights, and a particle system with its own AI.

The old fly-straight-and-fire Defender ship is now controlled by a physics model that simulates the interplay of forces and resistance on real world aircraft. The jagged brown line indicating the horizon has evolved into a high-poly, LOD based, multi-textured terrain system.

But your challenge remains the same: Attack, Defend, and Save the Human Race.

AUTHOR ACKNOWLEDGEMENTS

Thanks to Frank Jansson, who'll never read this, for teaching me to write.

Thanks to the Defender team for giving me something to write about.

Thanks to coffee, electrons, and Sabado Gigante reruns, not necessarily in that order.

Thanks to Margie for getting me the gig, and to Leigh for not knowing me well enough to know better.

And thanks to the hairy guy who hangs around outside my house at night with what can only generously be described as a dog. Well maybe not 'thanks' so much as, 'kindly knock it off'.

CHARACTERS



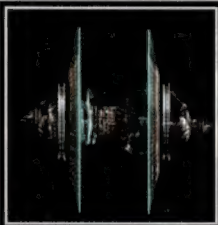
MEI KYOTO

Mei Kyoto is a rookie Defender pilot with a bag full of chutzpah. What she lacks in experience, she makes up for in snappy retro pilot attire.



COLONEL DETROIT ADAMS

Colonel Detroit Adams is one of the few remaining survivors of old Earth. He was there when the first swarm hit and only escaped the massacre through his unique combination of luck, skill, and a nasty disposition. He's dedicated to retaking his home planet, even if it means sitting around at HQ, eating donuts, and telling you what to do. This is war, and sacrifices must be made.



STARSHIP MEMORY

With the personality of a DMV employee and the sleek exterior of a futuristic toaster, the Starship Memory is the largest, most powerful AI ever built by Human kind. She provides occasionally useful mission Intel and cheers your victories with elevator muzak and boilerplate congratulatory memos. You'll miss her when she's gone.



DR. MUDDO

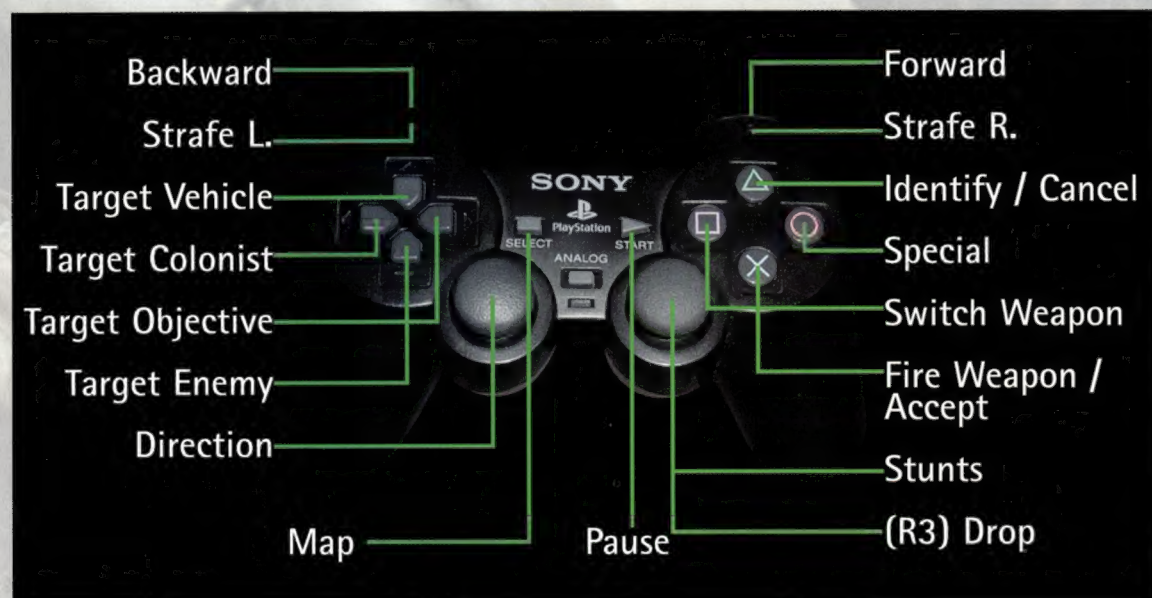
Dr. Mudo is living proof that a truckload of Ph.D.s doesn't prove you're sane. He's the only guy in the GSA who understands the mutation process of the Manti, but he seems to like the aliens more than his colleagues. He's working on a new super-weapon to take out the bugs once and for all, so you'll have to keep him alive. Plus he's got an accent, and every war needs that.

CONTROLS

All the controls in Defender exist for a reason. Some, like Fire Weapon, will be used constantly. Others, like Target Colonist or Drop, are useful but probably not critical. Used creatively, however, some of the more obscure controls can help turn the tide in a tough situation.

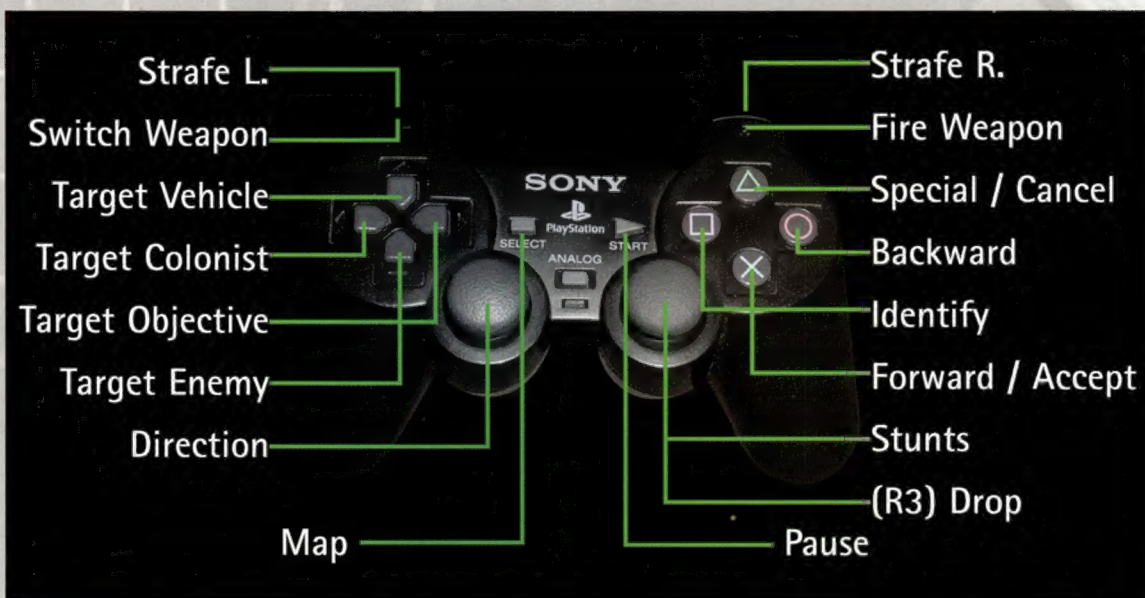
This guide refers to all the controls, so it may help to familiarize yourself with the Controller Configuration.

PLAYSTATION 2 DEFAULT CONTROLS

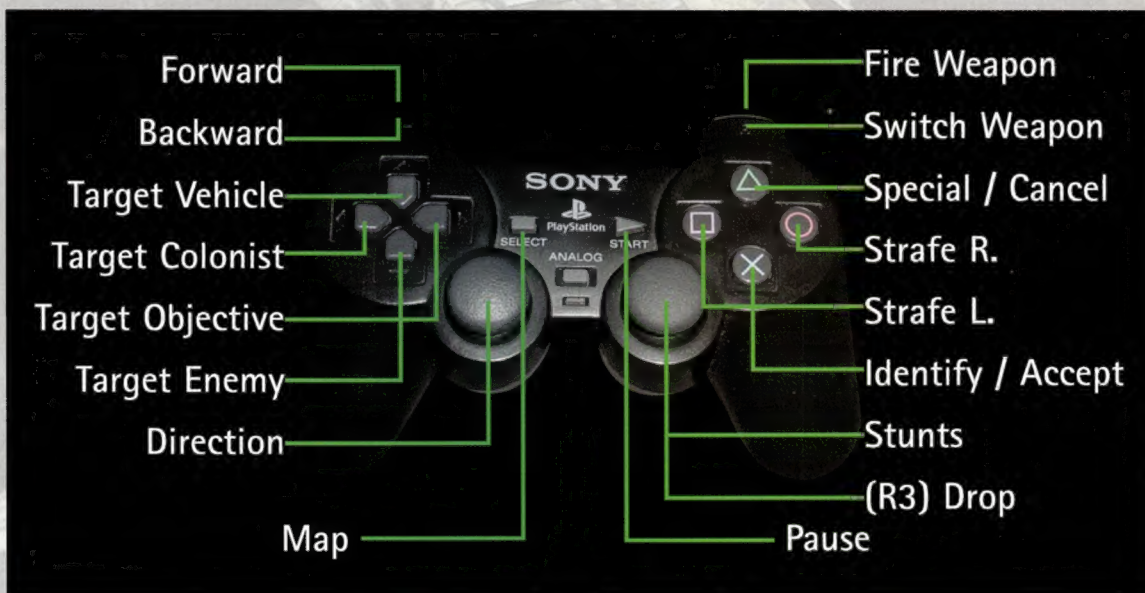


CONTROLS

PLAYSTATION 2 CONFIGURATION B



PLAYSTATION 2 CONFIGURATION C

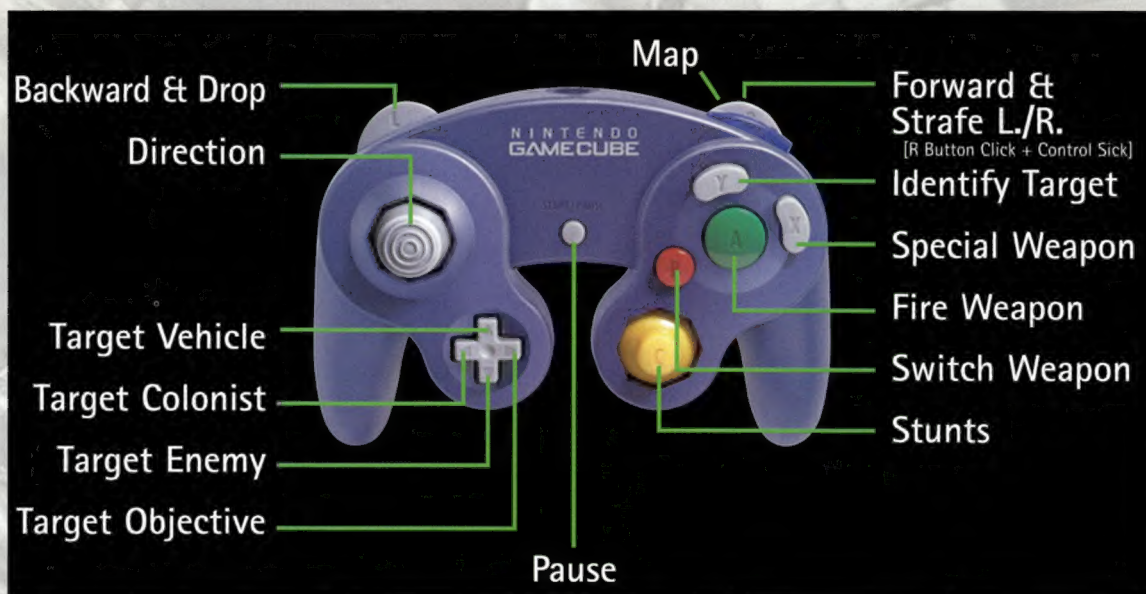


CONTROLS

XBOX DEFAULT CONTROLS



GAMECUBE DEFAULT CONTROLS



PLAYER SHIPS

THE DEFENDER



Top Speed	400 meters/second
Strafe Speed	75 meters/second
Accelerates to Top Speed	1.5 seconds
Hit Points	75
Standard Weapons	Pulse Cannon Fast-Lock Missile
Special Weapon	Energy Shield
Availability	Always

Jack of all trades, master of none, the Defender is the standard-bearer of the GSA air force. It has decent speed, good handling, and a moderate amount of armor. It's never the worst ship for the job, but it's also never the best. The Defender's primary weapon, the Pulse Cannon, is one of the better damage per second weapons, although it takes a little practice to get good with. This is definitely the ship to use until you get the Nemesis.

PROS:

- No real weaknesses.

CONS:

- No outstanding strengths.

THE GUARDIAN



Top Speed	300 meters/second
Strafe Speed	125 meters/second
Accelerates to Top Speed	2.5 seconds
Hit Points	150
Standard Weapons	Firebolt Autoseek Missile
Special Weapon	Hyperspace
Availability	Always

Developed by the GSA's "Style over Substance" division, the Guardian has little to offer besides a slick chassis. It can take a lot of damage, but that's a mixed blessing. It's slow and doesn't have a very good basic weapon rack, so it has to take a lot of damage. Its primary weapon, the Firebolt, does good damage but is slow-firing and difficult for hitting moving targets. The Guardian's lack of speed makes it hard to rescue spread out Colonists, which you'll be doing a lot of in the early missions.

PROS:

- Other ships are available.

CONS:

- Slow.
- Primary weapon not very effective.
- Hyperspace almost useless.

PLAYER SHIPS

THE NEMESIS



Top Speed	600 meters/second
Strafe Speed	100 meters/second
Accelerates to Top Speed	1.0 seconds
Hit Points	50
Standard Weapons	Ratchet Gun Trident Missile
Special Weapon	Smart Bomb
Availability	Prometheus Campaign 3

Although light on hit points, the Nemesis is fast, agile, and boasts formidable weaponry. It has the most deadly primary weapon in the Ratchet Gun. Even so, you'll want to upgrade to the Ratchet Cannon as soon as possible. You have to buy the Volley Missile to make the Ratchet Cannon available, but the Volley Missile is a great weapon too. You can't sit and trade fire with this ship. It's nimble for a reason, so keep moving and avoid enemy fire. This is the best ship of the lot once you get the hang of flying it.

PROS:

- Fast and turns on a dime.
- Ratchet Cannon probably best weapon in the game.
- Smart Bomb a lifesaver on more difficult missions.

CONS:

- Lowest hit points of all the ships.

THE DEFIANCE



Top Speed	500 meters/second
Strafe Speed	150 meters/second
Accelerates to Top Speed	2.5 seconds
Hit Points	125
Standard Weapons	Laser Harpoon Rocket Array
Special Weapon	Pulse Mine
Availability	Europa Campaign 6

The Defiance was designed in the mold of the Defender. It has decent stats in all areas without any standout strengths or weaknesses. As an upgrade to the old stand-by, it's faster and has more hit points than the Defender. Its speed is a real asset in missions where you need to cover ground, which is most of them. Its laser-based primary weapon takes a little getting used to, as you have to hold the Fire Weapon button and keep the beam on your target. But once you've upgraded to the Laser Lance, you can really tear through stuff.

PROS:

- Fast and handles well.
- Most hit points of the fast ships.

CONS:

- Laser weapons tricky to use.

PLAYER SHIPS



THE JUDGMENT

Top Speed	300 meters/second
Strafe Speed	125 meters/second
Accelerates to Top Speed	2.5 seconds
Hit Points	300
Standard Weapons	Pulse Weapons Hive Gun
Special Weapon	Energy Shield
Availability	Mars Campaign 1

If you like to sit and trade punches, this is the ship for you. The Judgment has twice the hit points of any other ship and a heavy hitting weapon rack. It can also carry five Colonists at a time and has almost no drop-off in speed when towing vehicles. On the other hand, the thing flies like an anvil. It has the slowest speed and the lowest agility of any ship. If you can get used to the handling, it's a real juggernaut.

PROS:

- Hard to kill this thing.
- 5 Colonist carrying capacity.

CONS:

- Slow.
- Seriously slow.



THE RETRIBUTION

Top Speed	900 meters/second
Strafe Speed	100 meters/second
Accelerates to Top Speed	2.0 seconds
Hit Points	75
Standard Weapons	Pulse Array Valley Missile
Special Weapon	Hyperspace
Availability	Moon Campaign 10

The Retribution is the fastest ship in the fleet, 50 percent faster even than Nemesis, the next fastest ship. That sounds good on paper, but it can be tough to handle sometimes. The Backward and Strafe buttons can be effective in controlling all that speed. The Retribution has the same number of hit points as the Defender, which seems a little low for a ship you get so late in the game. On the other hand, this thing can literally outrun missiles, so you won't be getting hit much. Its weapon rack is effective if a little spartan.

PROS:

- Fast.
- Seriously fast.

CONS:

- Speed makes maneuverability difficult.
- Hit points somewhat low.

GSA VEHICLES



As a Defender pilot, you have an army of ground forces to fight with you in the war against the aliens. You can tow these units around with your Defender ship, deploying them tactically for best results. All GSA ground units have armor composed of space-age polymers. Because it's the future.

TANK

The Tank is the backbone of the GSA ground force. It's heavily armored and can launch devastating attacks against other ground units. When towed by your Defender, it can also fire at air units.



MISSILE CRAWLER

The Missile Crawler fires a salvo of homing missiles that tear through Manti air units. These vehicles are always good to have around and are particularly effective in groups.



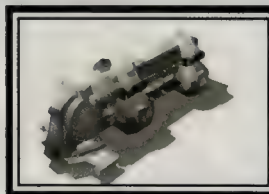
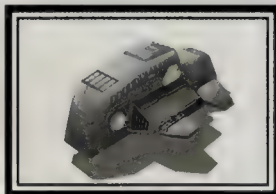
REPAIR CRAWLER

Repair Crawlers are a key GSA support unit. They have no attack, but when placed near other units and buildings, they keep them repaired, thereby increasing the longevity of your army.



DROPSHIP and TRANSPORT

Dropships and Transports bring you Colonists and other ground troops, but you can't control or tow these vehicles. They'll do their own thing. It's up to you to make sure they survive.



THE MANTI SWARM



The Manti have a menagerie of beasts with which to ruin your day. They attack with inhuman ferocity, which makes sense considering they aren't human.

AIR UNITS



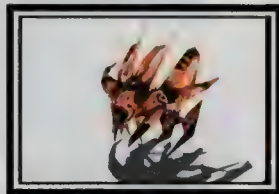
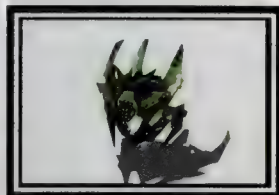
LANDER

The Lander is the meat and potatoes of the Manti attack force. Mostly potatoes. They're slow, easy to kill, and don't do a lot of damage. Although they don't pose a big threat to the Defender directly, they can cause you to fail missions in a couple of ways:

- **Mutating Colonists.** Landers eat Colonists and change into Mutants. Mutants are bad news. Once a Colonist is grabbed by a Lander, you've got about 30 seconds to take out the Lander before the Colonist gets eaten. If you don't rescue him in time, you'll have a Mutant to deal with, but you'll also have one less Colonist to use to produce Vehicles and Power-Ups.
- **Squads.** Unlike most alien units, Landers group together in squads of 3-6 units to maximize their firepower. One Lander in your base is hardly worth worrying about, but six of them making a coordinated attack is.
- **Destroying buildings.** If a mission has buildings to be protected (and most missions do), they'll be attacked by Landers. Lots of them. Landers usually attack in squads, and most of the time they go straight for your base. You can ignore Landers to a certain extent and focus on more dangerous enemies. But given time, Landers will wear down your critical buildings. And they keep coming. If the first squad doesn't take out your Dropzone, the second squad might. Or the seventh.

The Beta Lander is a beefed up version of the basic Lander. Like Landers, they attack in squads and can grab Colonists and mutate. Unlike Landers, however, they're dangerous one-on-one. Beta Landers are faster and can take much more damage than the standard model. They attack with a quick-firing, homing projectile that can make short work of a Defender. They don't have a lot of range, however, so you can pick them off from a distance.

The third and toughest version of the Lander is the Gamma Lander. It's not as fast as the Beta Lander, but it can soak up damage, and it really packs a punch. Its slow-firing attack is fairly easy to avoid, but it will cut down the lighter ships in no time if you're not paying attention.



MUTANT

Mutants are the freakish offspring of alien and human. When a Lander consumes a Colonist, the resulting Mutant is one of the toughest units in the game. Mutants are fast and relentless, and their attacks are difficult to avoid. The best strategy for fighting Mutants is to lead them to your Missile Crawlers or Turrets and let your support units take them out for you.

THE MANTI SWARM



YELLOW JACKET

A mid-level attack unit, the Yellow Jacket is slow and doesn't have a lot of hit points (more than a Lander, less than a breadbasket), but it fires a long range homing projectile that's tough to avoid.



STINGRAY

Stingrays are big and slow and not much of a threat in a dogfight. However, it's the only Manti unit that can pick up GSA vehicles. If they get close enough, Stingrays carry off your Tanks and Missile Crawlers and drop them to their deaths. Not only does this whittle away your ground support, but in missions where defending a vehicle is a critical objective, Stingrays can be your biggest problem.



REAPER

The Reaper is a large, heavily armored flying unit that uses an evade-and-counter-attack fighting style.



BAITER

Baiters are small, quick, and irritating. They're impossible to evade, and their attacks are relentless. They circle your ship constantly, so trying to draw a bead on them can be a tail chasing exercise. They'll follow you wherever you go, so just introduce them to your Missile Crawlers.

GROUND UNITS



INFECTOR

The Infector is a living mobile turret. After being towed into attack position by air units like Landers, the Infector spews out toxic sludge that damages nearby structures and units.



WIDOW

Slow, ominous, and deadly, the Widows are the heavy ground assault troops of the Manti. The Widow has more hit points and does more damage than any other Manti unit, but they're slow so you always know when they're coming. Tanks are always the best counter to the Widow.



LANDER FORGE

The Lander Forge is a Defender pilot's worst nightmare, endlessly churning out wave after wave of Landers. These should always be a high priority target in order to stop the flow of enemies at the source.

STRATEGY & COMBAT

OVERVIEW

Defender is an action/strategy game, and to be successful you must become proficient at both game elements. Saving Colonists and towing vehicles is as much a part of the game as shooting stuff.

DIFFICULTY LEVELS

When you start a New Game, you're asked to choose a difficulty level: Rookie, Veteran, or Elite. Veteran, the medium difficulty setting, is the default. Rookie is the easiest, while Elite is the toughest setting. I wouldn't recommend Elite for your first time through, as some of the missions are pretty tough, particularly in the second half of the game. You can change the difficulty at any time by backing out to the Main Menu and selecting Options. If you're having trouble getting through a mission, try it with a lower difficulty setting.

KEEP MOVING

Your Defender ship is much faster than most of the aliens you'll fight. Use it to your advantage. Put a few rounds into your enemy, then veer off to avoid his return fire. Never sit still or fly right into enemy fire. Alien units don't lead you. They'll fire where you are, not where you're going to be; so lateral movement causes them to miss most of the time. Get used to using the Strafe buttons. They'll help you slide past many shots that would hit you otherwise. Use rolls to avoid homing missiles. In short, think defense as much as offense: If your opponent can't hit you, he doesn't have much of a chance.



USE YOUR ALLIES

Tanks, Missile Crawlers, and Repair Crawlers are powerful allies, and you'll find the missions are much easier if you make good use of these vehicles. Look for choke points on the Map where you know the Manti will pass through, and deploy your forces there. Ground units are much more effective in groups. Clustering your vehicles allows them to focus their firepower and take out enemies fast. The less time your alien foes have to return fire, the longer your buildings and units will live.



SAVE COLONISTS— THEY PAY WELL

The best way to earn credits to buy weapon upgrades and ship lives is to save Colonists. You earn 500 credits for every Colonist you drop off at a Factory or Dropzone. On the other hand, you lose 600 credits for every Colonist that gets mutated and 50 for every Colonist that gets killed. You can end up in the red pretty fast if you don't pay attention to your rescuing duties.



WATCH YOUR LIVES

If you get low, buy more. Extra lives you buy remain on the ship you buy them for, so if you crank the Guardian up to five lives and then stop using it, those credits are lost. Try to balance your weapon and lives purchases. Buying lives feels like paying the rent, but sometimes it does more good than a fancy new missile launcher.

You'll always have a minimum of two lives when you launch a mission. If you complete a mission with only one remaining life, you get one added to that ship for free the next time you fly it. However, you'll find that for some missions, two lives won't be enough to get the job done.

USE YOUR MAP

Hit the Select button while in a mission to open a tactical Map of the level. The Map indicates the location of Colonists and enemy units and gives you a feel for the overall layout of the level. In most missions where you're supposed to be saving Colonists, time is an important factor. Rather than cruising around looking for Colonists, just bring up the Map, and go right to them.



FOCUS YOUR PURCHASES

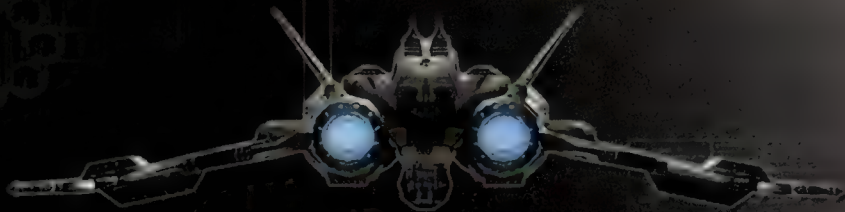
You won't be able to deck out all six ships in one pass through the game. For some of the more difficult missions later in the game, you need a well-equipped ship. Try to pick two or three of the ships and focus on gearing them up. This doesn't mean you can't try out all the ships and buy a few weapons for them here and there, but purchasing a 15,000 credit weapon on a ship you don't like flying that much won't serve you in the long run.

CAMPAIGN ONE



DEFENDER

THE CAMPAIGNS



PLANET: TRITON

MISSION: DURGA CANYON



MISSION OBJECTIVES

- Fly through the inactive Stargates
- Destroy the trapped Landers

BONUS

You get 2000 credits for completing the mission in less than 40 seconds.

CAMPAIGN ONE

STRATEGY

This mission is an introduction to flying and firing your weapons. It gives you an opportunity to use the controls without any enemies to fight. If you don't need the practice, you can roll through the mission in less than one minute.

MISSION WALKTHROUGH

The mission starts with a row of six inactive Stargates for you to fly through. They're laid out in a simple-to-navigate row, so it's pretty easy to complete, even if it's the first time you've touched the controller. Just use the forward button to engage your ship's thrusters and the direction stick to steer.



Notice the blue triangle in the middle of the Stargate. This is your Objective Beacon, which indicates important objects in each mission. The Beacon is dark blue when indicating mission-specific targets, like a Dropship that needs an escort or a Research Lab you have to defend. When the Beacon is red, it points at an enemy; when it's light blue, it indicates a Colonist.

PLANET: TRITON

If you move through the Stargate rings in the wrong order, you'll have to start over at the first one. If you get too far away from the currently targeted Stargate, you'll be warned that you're off-course. At that point, you have about 10 seconds to get back to the proper Stargate or you'll fail the mission. If you just want to fly around the map to get comfortable with handling your ship, do it after you navigate the Stargates.

At the end of the row of Stargates, you'll encounter three Manti Landers being held in stasis beams that prevent them from moving or firing. You'll be instructed to attack the aliens, and they won't do anything but sit there and take it.

After you finish off the three Landers, the final Stargate opens. Fly through it to exit the mission. If this is your first time playing the game, this is a good opportunity to fly around the level a little and get used to the controls. Try hitting every button on the controller a few times just to see what they do. The Stargate will stay open, and you can end the mission whenever you want.



CAMPAIGN ONE

MISSION: ROMULUS FLATS



MISSION OBJECTIVES

- Destroy the storage tanks and smokestacks
- Shoot the Crates to receive Power-Ups
- Rescue all Colonists

BONUS

If you destroy all 12 structures at the beginning of the mission, you receive 2000 bonus credits.

PLANET: TRITON

STRATEGY

This is the second and last training mission. It covers use of Power-Ups, Colonist rescue, and basic combat. Of these tasks, only rescuing the Colonists is actually required to complete the mission. Once you pick up the three Colonists on the map and drop them at the Dropzone, the Stargate opens, and you can exit the level. However, destroying the industrial structures at the start of the level will earn you an extra 2000 credits, which you can use to buy weapon upgrades and extra lives for the six Defender ships you use throughout the game. This is one of the simplest mission bonuses, so you might as well take it.

MISSION WALKTHROUGH

When you start the mission, you see a group of smokestacks and industrial storage tanks in front of you. Your first objective is to destroy them. They won't fight back or move, so just mow through them. Make sure you get all 12 or you won't get the bonus.



When all the buildings are down, fly straight-ahead, and your Objective Beacon leads you to a group of three Crates. When you shoot a Crate, it explodes and emits a Power-Up.

CAMPAIGN ONE

When you fly through a Power-Up, it repairs damage to the hull of your ship and replenishes your ammo. Shoot one of the Crates, and a Power-Up floats up into the air.



When you fly through the Power-Up, it makes a nifty sound, but at this point you haven't fought anything, so you have no damage to repair. A Power-Up disappears when you hit it, whether you need it or not, so use them wisely in later missions.

You can also get Power-Ups by bringing Colonists to a Dropzone, which is your next objective.

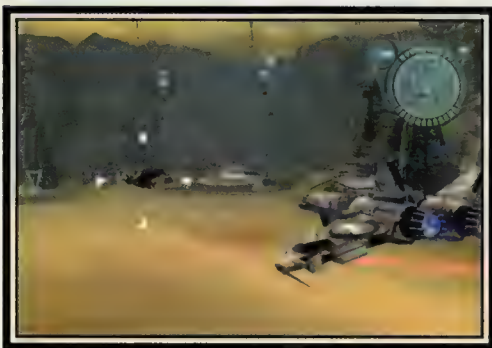
If you destroy all three Crates, your Objective Beacon indicates a Colonist up ahead. Notice that the Beacon is light blue when pointing at Colonists. Fly down toward the Colonist, and he'll grab on and hang from your wing.



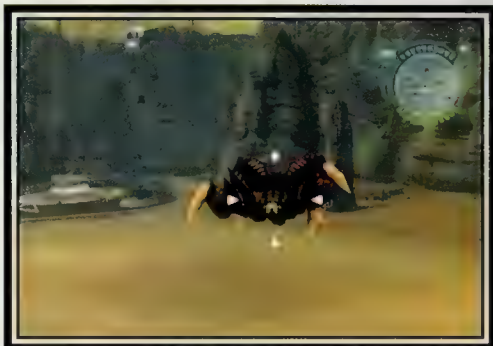
NOTE

Running into objects like buildings, rocks, or aliens doesn't damage your ship.

After you pick up the first Colonist, Memory tells you a second Colonist has been captured by a Lander up ahead. Your Objective Beacon flashes from red to blue when a Lander is holding a Colonist. You have 30 seconds to get to a Colonist and save him before a Lander consumes the Colonist and changes him into a Mutant. Mutants are one of the toughest units in the game, and completing some of the missions is determined by how well you prevent mutations from happening.



PLANET: TRITON



Fly toward your Beacon and you'll see the Lander. Colonists are pretty small, so you may have a hard time seeing the captured Colonist. But the flashing Objective Beacon is hard to miss, and you can see it no matter how far away you are from the endangered Colonist.

Shoot the Lander, and then fly into the Colonist to pick him up before he hits the ground.

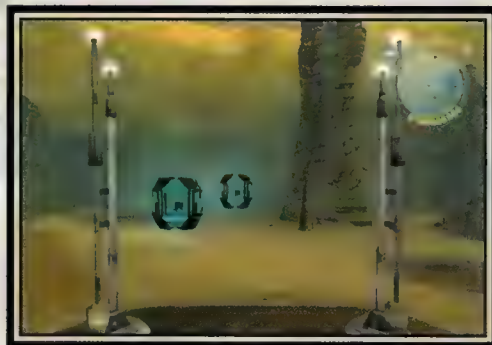
NOTE

If you're using a weapon that does a lot of splash damage, like the Firebolt, aim carefully, or you might hit the Colonist. But in a pinch, it's better to take out a Colonist yourself than to let a Lander eat him.

There's a third Colonist up ahead near the Dropzone; check your Objective Beacon to find him. Fly over and grab him, then take all three Colonists to the Dropzone. It's the building against the building at the end of the canyon. Notice that a pulsing orange target appears in front of the Dropzone whenever you tow Colonists. Fly through the pulsing target, and the Colonists jump off and run into the building.

Every time a Colonist enters the Dropzone, the building emits the same Power-Up that comes out of the Crates. Fly over the Dropzone, and you'll see them floating there.

Once all the Colonists are accounted for, the Stargate opens, and you can exit the training mission. A few Landers attack the base toward the end of the mission. It's not much of a threat, but it gives you a chance to try out your weapons against live enemies.



CAMPAIGN TWO

MISSION: CYDONIA COLONY



MISSION OBJECTIVES

- Rendezvous with the GSA Dropship
- Escort the Dropship to the Stargate
- Pick up Colonel Adams' Tank
- Carry the Tank through the Stargate

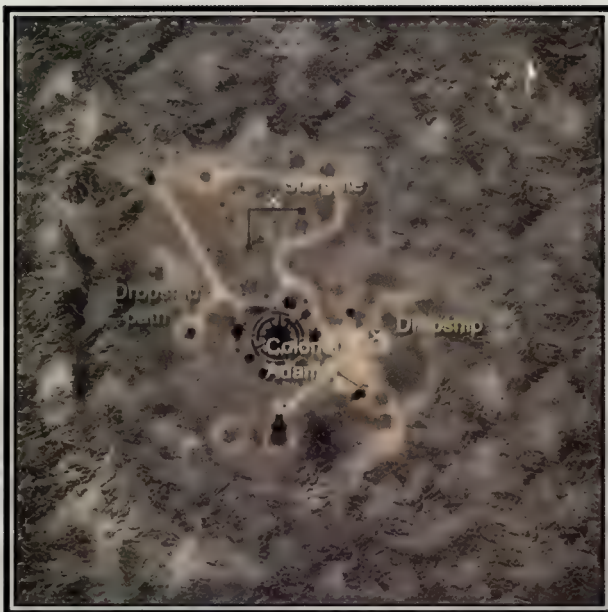
BONUS

You get 2000 credits for keeping the Dropship alive. Since this is a mission-critical objective, you always get the bonus if you complete the mission.

PLANET: MARS

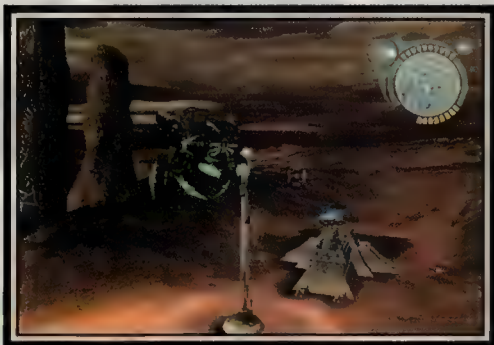
STRATEGY

This mission is as hard as you want it to be. There are dozens of aliens assaulting the colony, but for the most part, they only seem to be interested in attacking buildings. If you leave them alone, they'll leave you alone. However, any units you fire on will stop what they're doing and attack you instead. You earn credits for each enemy you kill, so you can ring up a little extra cash by picking fights. But keep in mind that an extra life costs 5000 credits, while a Lander pays 50 credits per kill. So if you lose a ship while you're fighting, it's unlikely you'll rack up enough kills to pay for it.



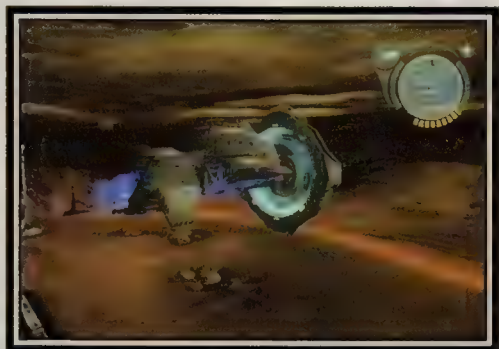
MISSION WALKTHROUGH

At the start of the mission, Memory tells you to stand by for orders while she tries to process the situation. You'd think a computer that big wouldn't have to put you on hold, but some things never change. Since this is the first real combat in the game, you might as well wade in and take down a few aliens. Keep in mind that the green Landers are much easier targets than the Yellow Jackets.



CAMPAIGN TWO

After about a minute of freeform target practice, you're informed that a Dropship carrying top GSA personnel needs an escort to the Stargate. Head toward your blue Objective Beacon, and you'll find the Dropship.



When you approach the Dropship, it heads for the Stargate, and you're told to make sure it gets there. The Dropship takes the long way around the colony. Just stay close to it, and take out any Manti that fire. The red dots on your radar will show you the location of nearby enemies.

Once the Dropship jumps through the Stargate, you get a transmission from Colonel Adams. He's stuck in a Tank and needs you to pick him up. Again, fly toward the blue Objective Beacon to find him.

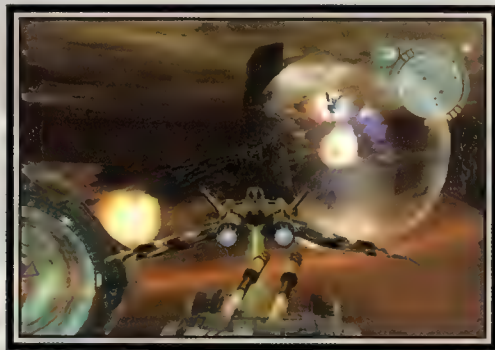


PLANET: MARS

Fly down near the Tank, and your Defender ship picks it up. Once you've got Adams, the Objective Beacon switches to the Stargate. Tow him through the Stargate to complete the mission.



While you're carrying Colonel Adams' Tank, try flying past a few aliens. Towed Tanks fire on nearby enemies, and Tanks do serious damage. The Tank's turret rotates 360 degrees, so it can even fire at Manti units that are behind you.



Keep in mind that making sure Colonel Adams stays alive is a mission objective, so if you let the Tank get destroyed while you're carrying it, you'll fail the mission. If your ship is destroyed, the Tank falls to its death, and you'll fail the mission.

CAMPAIGN THREE

MISSION: LAKE THANATOS



MISSION OBJECTIVES

- Rescue all Colonists
- Defend the Stargate and Dropzone
- Defend the Dropship

BONUS

You get 2000 credits if you save all 14 Colonists.

PLANET: PROMETHEUS

STRATEGY

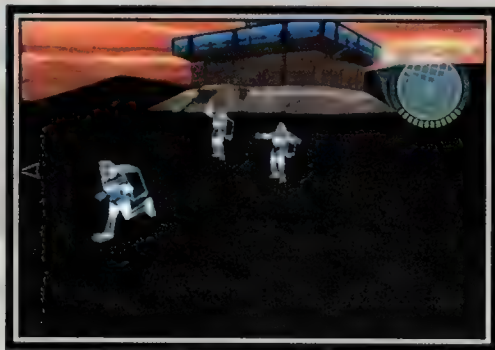
There's a simple lesson to be learned from this mission: Mutants are bad. Your main focus here should be preventing Landers from eating Colonists. Like most of the early missions, this one is fairly easy unless you let a couple of Landers mutate. Most of the enemies in Defender can have multiple objectives. They'll attack Colonists, shoot at buildings, engage your ground forces, and carry stuff around. But not Mutants. They don't do much of anything except attack the player ship. They'll come at you and keep coming at you until one of you is dead. They're also fast and hard to kill. So if you end up with three or four Mutants on your tail, you're going to have a hard time surviving. Fortunately, there's an easy, one-step plan for avoiding this: Save the Colonists. Shooting aliens, while fun, is a secondary concern.



Your base is on an island in the center of the map. All the Colonists are on the far side of the lava river that encircles the base. Keep grabbing Colonists and towing them back to the Dropzone until you've got them all. Use the Map screen to find the locations of the remaining Colonists. They'll appear as light blue dots. Manti invaders are represented by red dots.

MISSION WALKTHROUGH

At the start of the mission, you have about 30 seconds to grab Colonists before enemies attack. You should be able to bring one load of Colonists back to the Dropzone and return for a second load when Colonel Adams tells you there's a swarm of Landers coming in. The first attack comes from the north end of the map, so it's a good idea to grab the two Colonists up there first.



CAMPAIGN THREE

Don't worry too much about the attacking Landers at this point. Unless they're close to a group of Colonists, just leave them to their languid alien agenda and keep rescuing Colonists. If a Colonist does get grabbed, you'll hear Memory say, "Colonist captured," and your Objective Beacon starts flashing. Head toward your Beacon, shoot the Lander, and catch the falling Colonist before he hits the ground.

NOTE

You actually have to bring only one Colonist to the Dropzone. You could rescue one and shoot the other 13 yourself. You'll lose a lot of credits though, and that will hurt you on later missions.

If you lose some Colonists and end up fighting a couple of Mutants, lure them back to the Dropzone. Four EMP Turrets around the Dropzone will attack anything that gets in their range. Mutants are tough to hit because they move so fast, but the EMP Turrets fire a homing projectile, so they can hit the speedy aliens more easily than you can. EMP Turrets don't do a lot of damage though, so it will take them a while to take down a Mutant if you don't help out. And keep moving. The Mutants will generally keep firing at you even while the turrets are tearing them up. So if you sit and watch the fight, the Mutants may take you down with them.

EMP Turrets, by the way, have a Power Supply attached to them that you can pick up with your ship and carry away. But doing this will power down the Turret, and it won't fire any more. Some of the later missions include Turrets that need Power Supplies, but not here. If you pick up a Power Supply, a blue flashing ring appears on the Turret (similar to the one on the Dropzone) to show you where the Power Supply attaches. Fly over the spot, and the Turret grabs the Power Supply from your ship.

If you run low on health or ammo, use Power-Ups to recharge. The Dropzone spits out a Power-Up for every Colonist you save, so you'll have plenty. Just fly through the Power-Ups as they hang over the Dropzone.

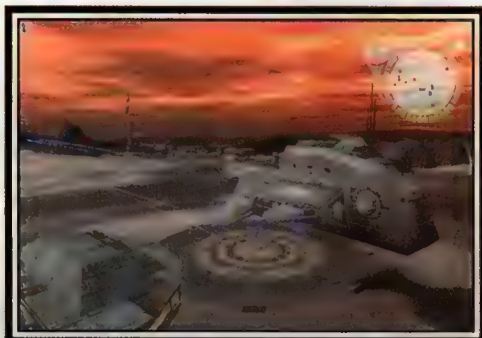
Once all the Colonists on the map are accounted for (rescued or dead), a GSA Dropship jumps through the Stargate to retrieve them. The Dropship lands in front of the Dropzone and unloads two Missile Crawlers to help. No need to pick up the Crawlers and move them. They're already in a good location.



PLANET: PROMETHEUS

At the same time the Dropship shows up, the Manti launch a big attack on your base. These Dropship pilots are always whining about needing escorts, and they run for cover at the drop of a hat. After leaving the Missile Crawlers, the Dropship bails out again through the Stargate and tells you that he'll be back once you've cleared out some of the attackers. The rest of the mission is defending the Dropzone. If you fly around and stay out of trouble, the EMP Turrets and the Missile Crawlers will be able to hold off the attackers without your help.

The Reaper is the one Manti unit to watch out for in this attack. He's easy to spot since he's at least ten times bigger than any other alien unit you see in this mission. He's also got a lot more hit points, and like the Mutants, he'll focus on attacking you and not your base or support units.



If you're not familiar with the Energy Shield, it's the basic Special Weapon on the Defender ship. Hit your Special Weapon button, and a blue glowing sphere surrounds your ship, protecting you from all attacks for about seven seconds. Of course,



NOTE

If possible, save the charges on your Energy Shield for this battle. You shouldn't need them to fight Landers in the early part of the mission, and if you have all three charges left, you can take out the Reaper with no trouble.

if you're flying the Guardian in this mission, you won't have the Energy Shield. Of course, the Guardian is a poor choice for this mission. You need to cover a lot of ground when you're picking up Colonists, and the slow speed of the Guardian makes the mission harder than it needs to be.

A minute or so after the Dropship leaves, it returns through the gate to pick up the Colonists. About 30 seconds after that, it's ready to evacuate the Colonists and head back out the Stargate. Through all this, keep defending the Dropzone and try not to lose any lives. A few seconds after the Dropship jumps the gate, Colonel Adams tells you that the Stargate has been re-targeted and you're cleared to pull out. Fly through the Stargate to end the mission.

CAMPAIGN THREE

MISSION: LLERAS DUNES



MISSION OBJECTIVES

- Rescue all Colonists

BONUS

You get 2000 credits if you save all 14 Colonists.

PLANET: PROMETHEUS

STRATEGY

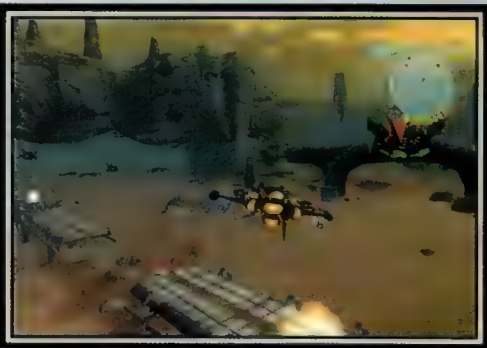
This is one of the most straightforward missions in the game: Save the Colonists. Exit through the Stargate. There are fewer Colonists to rescue than Lake Thanatos, and they're clumped together in two groups that are fairly close to the Dropzone. However, the alien attacks are much more aggressive. Landers hit the Colonists early and often. As always, focus on preventing mutations. This is one mission where you might find it necessary to shoot a few Colonists yourself rather than let the aliens get them. But do it sparingly, as saving Colonists is by far the best way to earn credits.

MISSION WALKTHROUGH

There are two broken bridges in front of the GSA base. One is straight out from the Dropzone, and the other is slightly to the South in the direction of the Stargate.



Near both bridges are stranded Transports with Colonists you need to bring to the Dropzone. Colonists near the Transport to the South will get grabbed by Landers almost immediately, so head that way first.

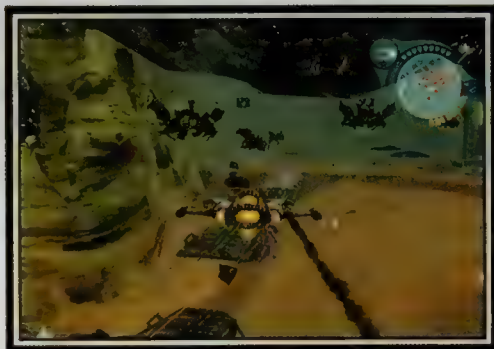


CAMPAIGN THREE

NOTE

If you have a full load of Colonists and another Colonist gets captured, you can drop the ones you're carrying without going to the Dropzone by hitting the Drop key. You have to be flying fairly low though, or the Colonists will bite it when they hit the ground.

Start bringing Colonists back to the Dropzone as fast as you can. Try to get three in every trip if possible. Respond to any "Colonist captured" alerts, because it's easy to end up with a pack of Mutants in no time in this mission.

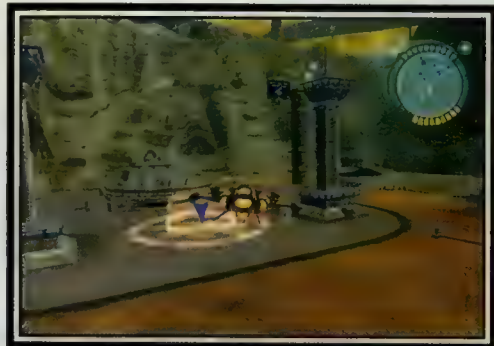


If you get in trouble, retreat to the base and let the two turrets help you. Don't forget to use Power-Ups if you get close to dying. There are a lot of Colonists on the map, and once you bring in a few loads, there should be plenty of Power-Ups floating above the Dropzone.

PLANET: PROMETHEUS

It's tough to save all the Colonists in this mission. You get a 2000 credit bonus if you do, but it's one of the hardest bonuses in the game to pull off. Try grabbing three Colonists and moving them to the gully under the bridge. Then grab another load and take them back to the Dropzone. This buys you a little time. The Manti head to the Transports first, so if you move the Colonists, the aliens will take longer to find them. You'll have to use the Drop key to set Colonists down on the ground. They only let go of your ship automatically when you fly over a Dropzone.

Once all the Colonists are rescued or dead, the Stargate opens, and you can exit the mission.



NOTE

Colonists are considered "rescued" after they run inside the building—not when you drop them off. When you drop the last three Colonists at the Dropzone, your Map screen still shows a 3 next to the Colonist icon. After they run into the building, check your Map again. It will now show a 0, and the Stargate will be activated.

CAMPAIGN FOUR

MISSION: OLDUVAI GORGE



MISSION OBJECTIVES

- Defend the Dropzone
- Rescue all Colonists
- Protect Dr. Mudo's Dropship
- Destroy the Podworm

BONUS

If you save all 15 Colonists, you get 2000 credits.

PLANET: RHEA

STRATEGY

This is the first mission where your ground forces play a significant role. There are seven Missile Crawlers on the map that you can tow and place where you want them. If you deploy them well, they can handle most of the fighting for you. With the Dropzone protected by your support vehicles, you can focus on saving Colonists and preventing Landers from mutating, which should always be a priority.



MISSION WALKTHROUGH

At the start of the mission, Colonel Adams asks you to take care of two Landers that are attacking the Dropzone. Once that's taken care of, Adams tells you to pick up a Missile Crawler just over the ridge in front of the Dropzone. Follow your Objective Beacon, and you'll find a group of four Missile Crawlers. Fly down and grab one of them, just like the Colonists and Tanks.



Fly back and drop off the Crawler in front of the Dropzone, and retrieve two more in the same way. The Manti attack the Dropzone through most of the mission, so you should get at least three Missile Crawlers in front of the Dropzone (more if you're playing the Elite difficulty setting) to defend it.

CAMPAIGN FOUR

NOTE

Unlike Tanks, Missile Crawlers don't fire while you're towing them.

When deploying the Missile Crawlers, don't put them in the back of the base where the Objective Beacon indicates. Put them in front so they'll hit attackers before they get to the Dropzone.

You should be able to get three Missile Crawlers back to the Dropzone and be on your way for the fourth before Memory directs you to rescue Colonists. Go ahead and bring the fourth one back too, until you hear the "Colonist captured" warning.



NOTE

Like most of the missions that focus on Colonist rescue, you'll have a harder time if you're piloting the Guardian because it's slow and can't gather up far-flung Colonists as fast.

Once you've got your base squared away, head up to the Northeast corner of the map where you'll find 10 Colonists in the same general area. There's another group of five in a canyon alcove on the West end of the map, but the Northeast group will be attacked more, so it's better to deal with them first.

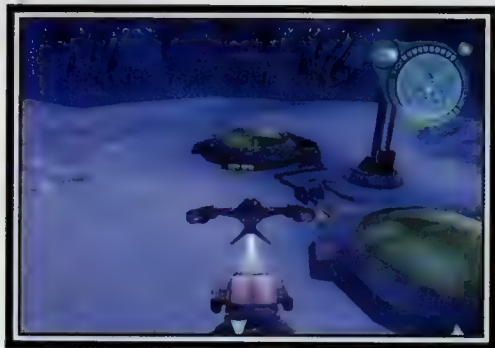
Grab a load of Colonists and start bringing them back to the Dropzone. As always, respond to any Colonists that get grabbed up so you don't have to deal with Mutants.

PLANET: RHEA

TIP

At some point in this mission, you'll encounter a Baiter or two. They're fast and really hard to hit, but their attacks do very little damage. The best way to get rid of Baiters is to lead them to your Missile Crawlers.

One trick you can use to prevent mutations is to bring along one of the Missile Crawlers and put it down by the Colonists somewhere near the two domed buildings. While you're back at the Dropzone, the Missile Crawler will knock out Landers that come in and try to snatch your Colonists.



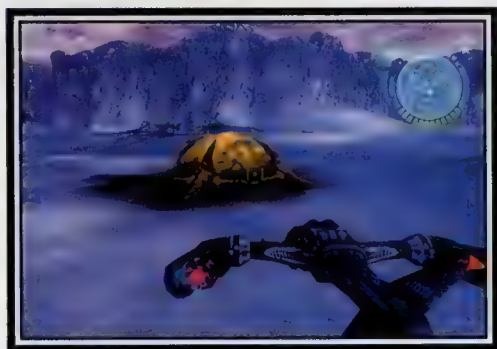
Keep rescuing Colonists until you save them all. Try to get three per trip as often as you can, and always respond to Colonists that get captured. It takes a Lander 30 seconds to consume a Colonist, and you can get anywhere on the map in less time than that, so there's no reason to let Colonists get mutated.

CAMPAIGN FOUR

Once all the Colonists are gone (you have to save at least one), Dr. Mudo jumps through the Stargate in a Dropship. You can tell he's a doctor because he has a German accent. The Manti are still attacking the base, and Adams tells you to make sure Mudo stays alive.



Truth be told, it's not much of an attack, and if you still have your Missile Crawlers there, they should take care of it for you. There are three more Missile Crawlers to the West of the base. If you haven't grabbed them yet, you can tow them over to your base as well. None of the enemies in this mission are going to get by six or seven Missile Crawlers.



After a minute or so of protecting Mudo, the aliens stop attacking your base, and the strange-looking pod in the middle of the map bursts open to release a Podworm.

PLANET: RHEA

The Podworm might look big and menacing, but it's actually kind of a pushover. It doesn't fire much, and its shots are pretty easy to dodge. If you kill one of the middle pieces, it grows a new head and makes two shorter Podworms.



The quickest way to get rid of this thing is to kill the head piece, but it's pretty hard to hit. It's easier to follow along behind it and work your way from the tail up. It also fires from the head, so if you're behind it, you're less likely to get hit.

TIP

You can tow over a few Missile Crawlers and let them take out the Podworm, but this will probably take longer than dealing with it yourself.

Once you've dispatched the Podworm, head back to the base, and the fly through the Stargate to end the mission.

CAMPAIGN FIVE

MISSION: AENEAS RIVER



MISSION OBJECTIVES

- Protect the convoy of Tanks and Transports
- Protect the bridge

BONUS

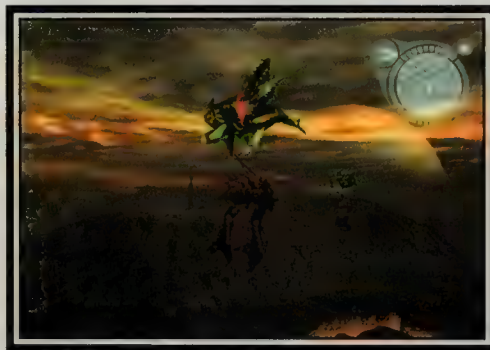
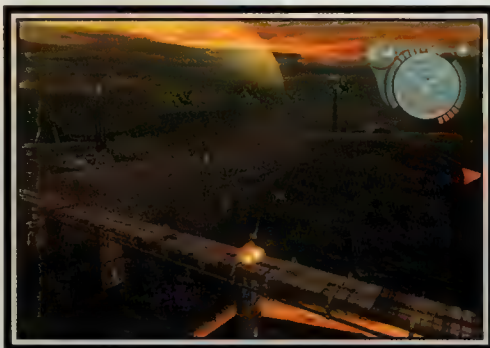
You get a 3000 credit bonus for the ambush on the Manti that happens at the end of the mission. Since this is beyond your control and happens every time, you'll always get the bonus.

PLANET: TITAN

STRATEGY

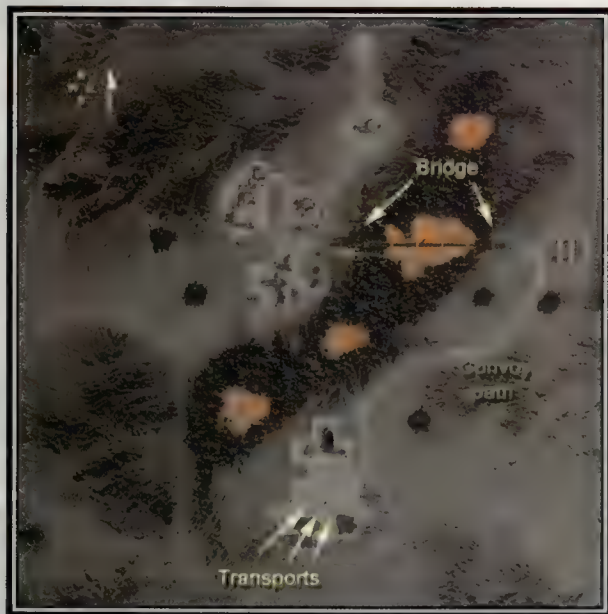
Stay close to the bridge. Manti attacks come from the top and bottom of the map, moving along the channel of the river and converging at the bridge. For the most part, the aliens don't engage the Tanks and Transports very aggressively, but they will quickly take out the bridge if you don't press the attack.

Landers tow in Infectors and try to drop them off at the near end of the bridge. Just take out the Landers while both units are still airborne, and the Infectors will drop to their doom. You get two kills for the price of one.



CAMPAIGN FIVE

MISSION WALKTHROUGH



When the mission starts, the first few units of the convoy start moving out. Ignore them and head forward toward the bridge. Several squads of Manti come from the North, including three Landers carrying Infectors. The Infector groups always attack from the same direction and always head toward the same spot on the East end of the bridge. While towing Infectors, Landers are even slower than normal. Infectors can only fire while they're on the ground, so these guys are real sitting ducks in the air. However, they can heavily damage the convoy units, so make it a priority to take out the Infector groups before they can land.



TIP

When an Infector is on the ground, you can pick it up and carry it like a Tank or Missile Crawler. Just take it up in the air and hit your Drop key to finish it off.

PLANET: TITAN

The convoy moves out in four groups. The first three groups consist of one Tank and one Transport. The last group includes two Tanks, one of which is Colonel Adams. You should get voice messages telling you when each group leaves the industrial complex and updating you on their progress.



TIP

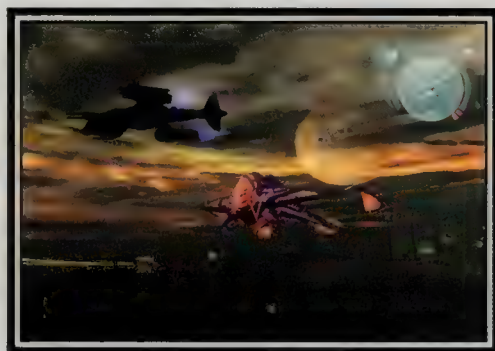
A Yellow Jacket comes up from the South end of the map for a sneak attack on the second convoy group about the same time they move out. It's a clever tactic but not terribly effective. Tanks and Transports have a lot of hit points, and they can usually make the entire trip to the second base with this guy firing at them, and still they survive.



CAMPAIGN FIVE

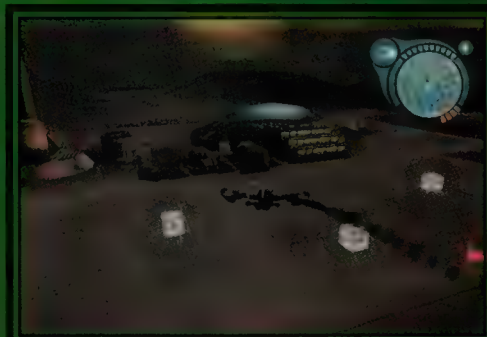
Just after the second convoy group gets to the bridge, you'll get a text and voice warning that a Stingray is inbound. Whatever you're doing, stop and take out the Stingray. These aliens pick up Tanks and then drop them to their deaths. In most missions, that just means you lose a Tank. Here, it means you go straight to the Mission Failed screen.

Your Objective Beacon indicates the Stingray. Its attack isn't very powerful, so just go right at it and make sure to finish it off before it can get to a Tank.



TIP

If you get low on health, there are six Crates on the map you can shoot to get Power-Ups. Three of the Crates are in the base, and the other three are on top of the hill next to the little domed building North of the base.



PLANET: TITAN

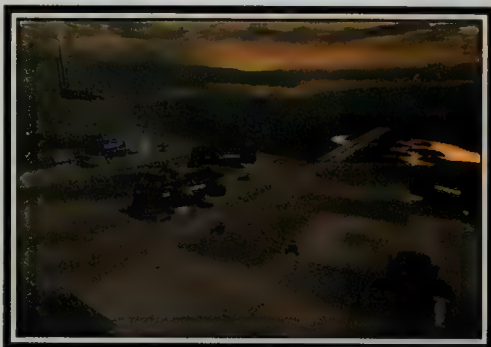
You can always tow the Tanks across the river rather than waiting for them to cross themselves. It's also a good tactic to carry a Tank around during combat for some extra firepower. Be careful: If the Tank gets destroyed while you're carrying it, you'll fail the mission. If it starts to smoke, take it to the base and drop it off near the turrets where it will be protected. Then grab another one.



As the third Transport is moving across the bridge, a second Stingray attacks. Again, you'll get a text warning, and the Objective Beacon will target the Stingray. As before, make sure you get to the Stingray before it reaches any of your Tanks.

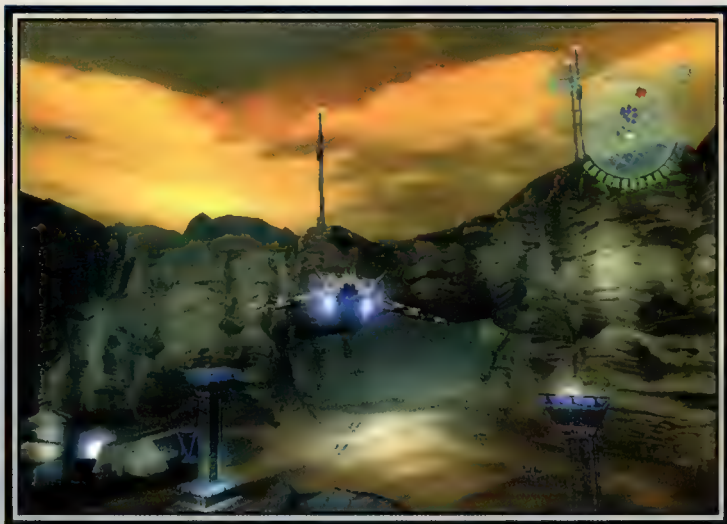
Once you finish off the second Stingray, there's no reason to wait for the last group of Tanks to move to the base on their own. If you haven't already, just grab them and tow them over. Make sure you put them near the middle of the base. If you drop one somewhere off the main path, they won't be able to find the base, and the mission won't end.

Once all eight Tanks and Transports are safely in the base, Memory detonates the evacuated industrial complex, taking down a bunch of Manti units with it. At this point, you've completed the mission.



CAMPAIGN FIVE

MISSION: ARGUS CAVERNS



MISSION OBJECTIVES

- Power up the turrets at the base entrance
- Protect the Dropzone
- Rescue all Colonists
- Destroy the Lander Forge

BONUS

You get 2000 bonus credits for saving all 12 Colonists.

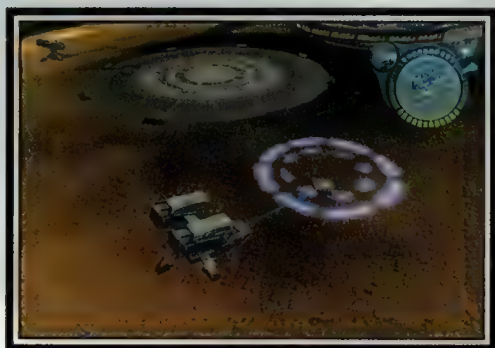
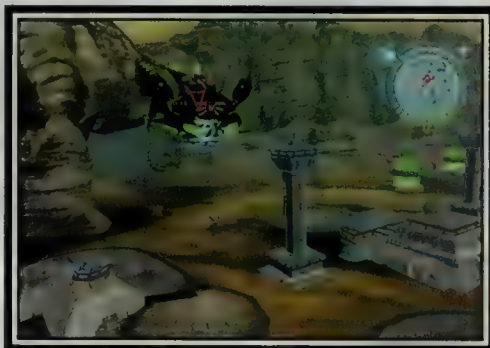
PLANET: TITAN

STRATEGY

This mission has three phases: defend the base, rescue the Colonists, and destroy the Lander Forge. The mission is fairly simple if you handle the objectives one at a time, in that order.

MISSION WALKTHROUGH

As the mission begins, a Lander is flying around your base carrying a Power Supply.



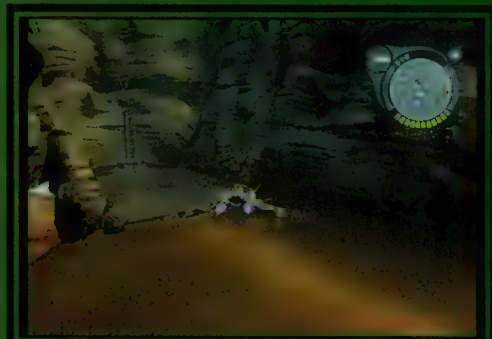
Power Supplies power up EMP Turrets, and four Turrets are at the base entrance. Shoot the Lander and he drops the Power Supply. Grab it and tow it over to the Turrets. A flashing circle on each Turret indicates where the Power Supply attaches. Fly by the target, and the Power Supply automatically attaches on. The Turret will now fire on any alien that comes into range.

CAMPAIGN FIVE

There are three more Power Supplies at a small depot next to the Turrets. Grab the Power Supplies one at a time and bring all the Turrets online. About the time you're done powering up the turrets, the Manti swarm attacks the base. The only building you need to protect is the Dropzone, so take out any Manti firing on it. The attack looks big, but with all four Turrets helping you, you should be able to beat them back.

TIP

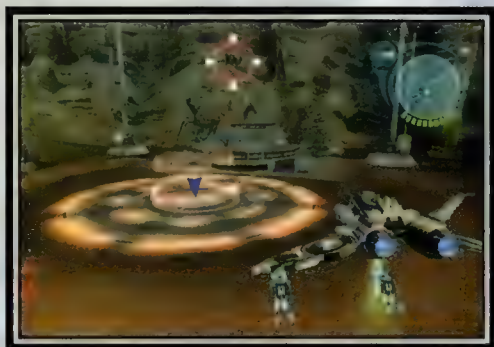
There's a Missile Crawler in a small alcove just outside your base and to the right. Tow it back to help with base defense. Missile Crawlers do a lot more damage than Turrets.



In a small cluster of buildings to the West of the second Dropzone, you'll find five Colonists. There's also a Turret here and a Power Supply hidden behind one of the buildings. Grab the Power Supply and bring it to the Turret. This helps hold off the Landers and buy you a little time.



When all the attackers are killed, Colonel Adams congratulates you for holding back the swarm. The base won't be attacked again for the rest of the mission. Move North up the canyon and start rescuing Colonists. The Colonists are spread out in the winding canyons, but there's a second Dropzone at the North end of the map that makes the task a lot easier. Don't bring Colonists back to the main base. You'll waste too much time.



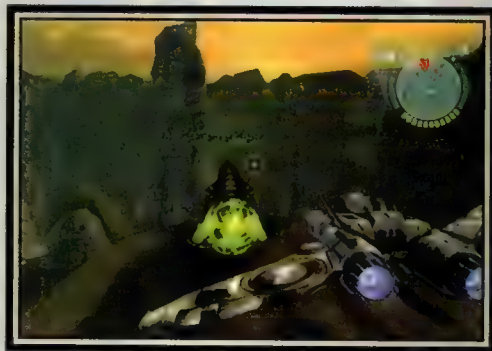
PLANET: TITAN



There's another Turret in front of the second Dropzone, but this building rarely gets attacked, so don't bother with it.

Once the Colonists are accounted for, you're instructed to investigate some strange readings behind one of the canyon walls. There's a rock you can destroy to create an opening to a small cave. The rock can be hard to spot, but there's green gas oozing from behind it, and your Objective Beacon will target it.

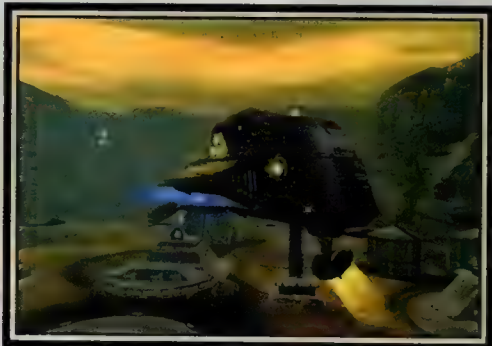
Fly through the cave, and you'll see a Lander Forge, which is a big green Manti structure that spits out Landers. Use a few Power-Ups before you come in because this battle is tough. The Forge creates a Lander about every five seconds. By the time you get there, a number of Landers will already be hovering over the Forge. As soon as you fire on the Forge, they'll all attack you.



Your best bet is to mow down the Landers first. Use a fast firing weapon, like the Pulse Cannon on the Defender. Or better yet, use the Ratchet Gun or Ratchet Cannon on the Nemesis. Strafe around the alcove and fire into the cluster of aliens. They should be easy to hit because they'll stay close together. Keep moving, or they'll make short work of you. Once you get down to one or two remaining Landers, start firing on the Forge. The forge has a lot of hit points, and it'll keep making Landers, so you may have to kill a few more before you're done. Don't be afraid to retreat back to the Dropzone and grab a few Power-Ups if you're about to die.

TIP

Use your Special Weapons. If you're flying the Nemesis and you still have your Smart Bomb, just fly close to the Lander Forge and let it go. It won't kill the Forge, but it will take out the defending Landers. Then bring down the Forge before it can create another defense force. The Energy Shield on the Defender can make this an easy fight as well.



Once the Forge is down, Mudo and his scientists will gate in to examine the Forge, and the mission's over.

CAMPAIGN SIX

MISSION: LEGBA BASIN



MISSION OBJECTIVES

- Protect the Tank Factory
- Destroy the Manti Widows

BONUS

You get 2000 bonus credits for saving all available Colonists.

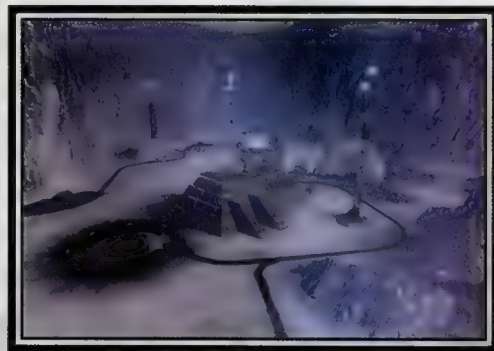
PLANET: EUROPA

STRATEGY

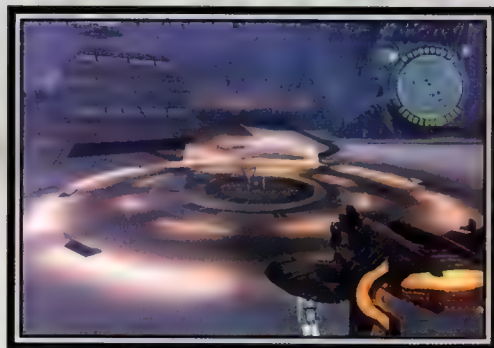
This mission is an introduction to building support troops. The focus of the mission is to drop off Colonists at the Tank Factory and deploy the Tanks the Factory produces at the entrance to the base. If you build enough Tanks, they'll hold off the advancing Widows without much trouble.

MISSION WALKTHROUGH

As the mission starts, you see three Colonists enter the Tank Factory. Shortly thereafter a Tank emerges. Tank Factories produce a Tank for every three Colonists you drop off there.

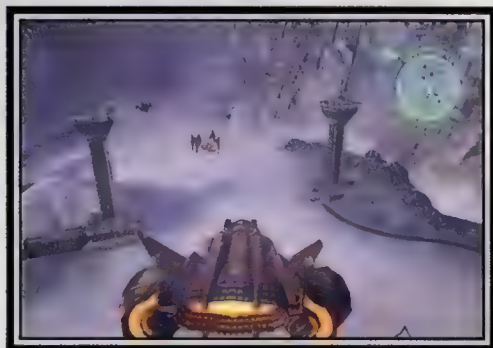


Eight more Colonists are in the base area, two by the base entrance and six more toward the back of the base. Grab them all and drop them off in front of the Tank Factory. Like the Dropzone, Factories have circular pads in front that display flashing orange targets when you're carrying Colonists. Fly low past the target, and your Colonists jump off automatically.



CAMPAIGN SIX

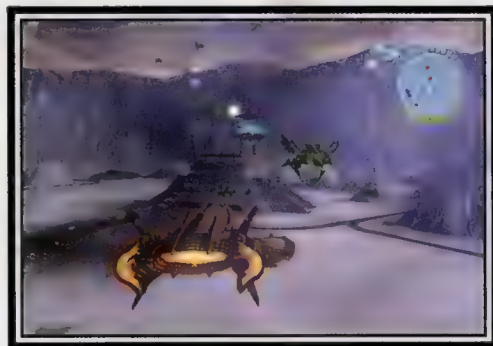
After rescuing the Colonists in the base area, you should have three Tanks. About this time, the first Widow arrives at the base entrance.



Widows are one of the toughest units in the game. They can take a ton of damage, and if you get too close to them, you won't last long. A Defender is no match for them straight on, but that's what Tanks are for. Widows are slow, so you can see them coming, and you'll have plenty of time to react to them. Most missions have chokeholds where you can place your Tanks, knowing the widows have to come through them. In this mission, the chokehold is near the two towers at the base entrance. You'll need at least two Tanks to take down a Widow, but if you have more units in a fight, they'll eliminate the enemy faster and absorb less damage. There's no such thing as too much firepower.



You should have at least two Tanks at the base entrance by the time the first Widow arrives and a total of three or four for the second Widow. Once you get your Tanks set up, you won't have to do much except take out the occasional wave of Landers coming into the base. Tanks can only hit units on or near the ground, so they won't be much help with the Landers.

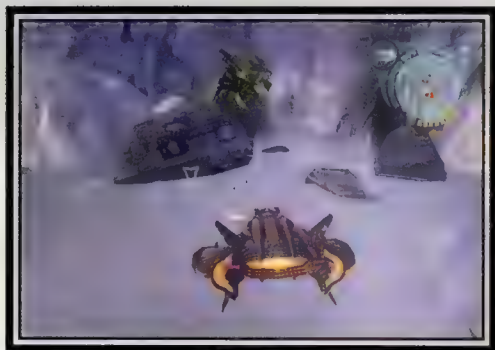
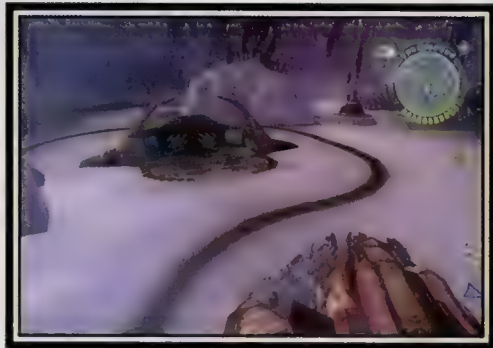


PLANET: EUROPA

TIP

Tanks have longer range than Widows, so don't drop them off right in front of the Manti behemoths. Deploy them back a little, and let the Widows come to them. The Tanks will get a few shots off before the Widows get into firing range.

Another new building in this mission is the Teleporter. It's the small structure to the left of the Tank Factory. The Teleporter spits out a Colonist every minute or so.



Memory says "Colonist available" every time a Colonist teleports in, but sometimes it's inaudible under the din of battle. Just check in front of the Teleporter regularly to see if anything's there. It's important to grab them, because they enable you to build more Tanks. You also don't want the Landers to get them.

Halfway through the mission, you're informed that a Dropship has crashed at the far end of the canyon, and some Colonists are stranded there. Head down and pick them up. It will take you two trips, but the Tanks should cover your base. Fly high so the Widows don't take potshots at you as you pass over.

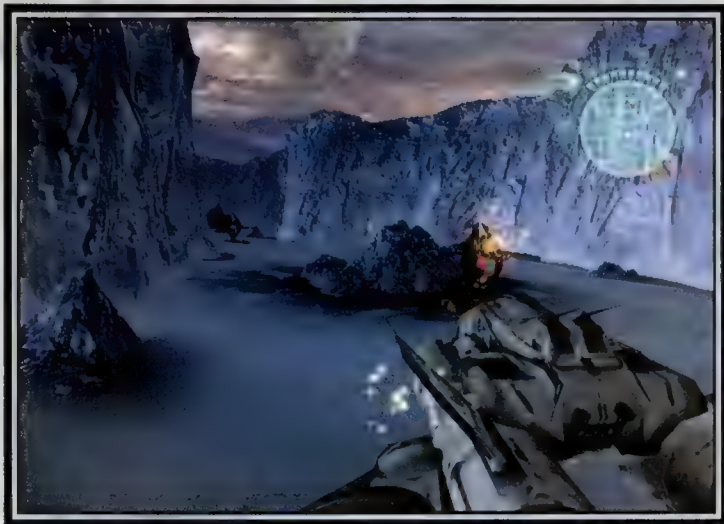
Keep making Tanks and placing them near the base entrance. If you rescue all the available Colonists, you can have six or seven Tanks by the end of the mission. When the last Widow is dead, the mission is over.

CAMPAIGN SIX

MISSION: BROMLEY CANYON

NOTE

This is a bonus mission for GameCube only.

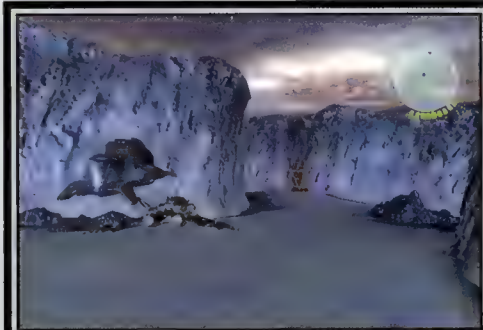


MISSION OBJECTIVES

- Defend the Dropship
- Rescue all Colonists

STRATEGY

Escort the Dropship as it makes its way through a series of Shock Towers. It's best to move ahead of the Dropship and take out the Shock Towers before the Dropship gets inside their firing range.



PLANET: EUROPA

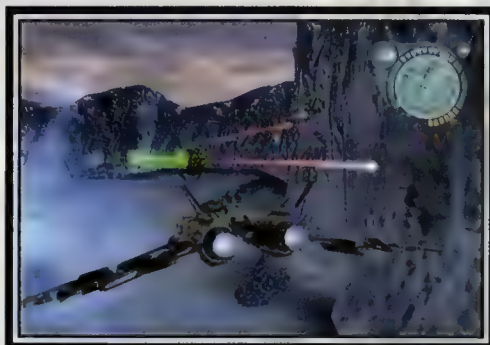
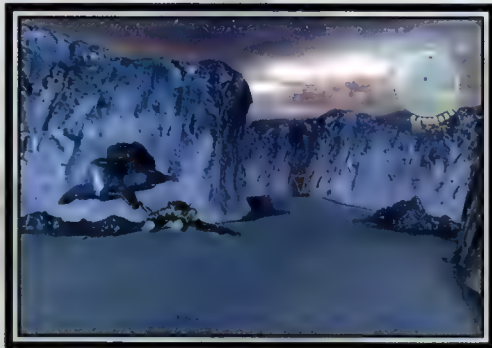
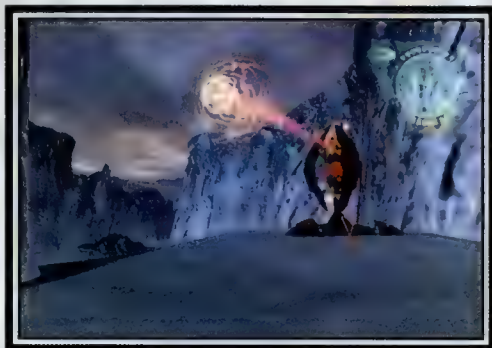
MISSION WALKTHROUGH

When the mission starts, move ahead and engage the first Shock Tower. Use evasive maneuvers to avoid the Shock Tower's projectiles. They're slow, but they do a lot of damage. Use your Strafe button to dodge incoming attacks while firing. Take out the first two Shock Towers so the Dropship can move safely to the Dropzone.



Once you reach the Dropzone, you're instructed to rescue the Colonists in the area. Yellow Jackets attack as you're bringing in the Colonists, but you can use the Power-Ups you get from the Dropzone if you get low on health.

After the Colonists are rescued, move on toward the second Dropzone and eliminate the Shock Towers along the way. A second group of Colonists need to be taken to the Dropzone. There are plenty of Colonists on the Map, so don't hesitate to use Power-Ups if you need them.



There are two more Dropzones, each surrounded by Colonists that need to be brought in. There are more Colonists on this Map than any other mission, which means you can earn a lot of credits if you rescue them all. Clear the Colonists at each Dropzone before moving to the next one. As always, respond to any captured Colonists. You'll have your hands full without dealing with unnecessary Mutants. When all the Colonists are accounted for, the mission is a success.

CAMPAIGN SIX

MISSION: STRAITS OF IMISLUND



MISSION OBJECTIVES

- Defend the Research Laboratory
- Eliminate the Widows

BONUS

If both Factories and the Dropzone are still standing at the end of the mission, you get 2000 bonus credits.

PLANET: EUROPA

STRATEGY

All the missions require some combination of action and strategy, but this mission is heavily weighted toward strategic elements. It's possible to win this mission without firing a shot. Not easy, but possible. Focus on building Tanks and Missile Crawlers and grouping them at the front of the base. All the Manti attacks come straight up the pipe, so after you assemble a strong defense force in their path, they'll do most of the work for you.

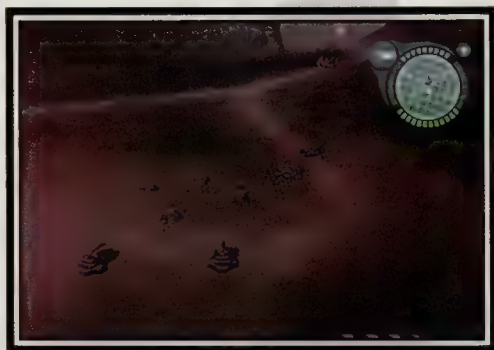


MISSION WALKTHROUGH

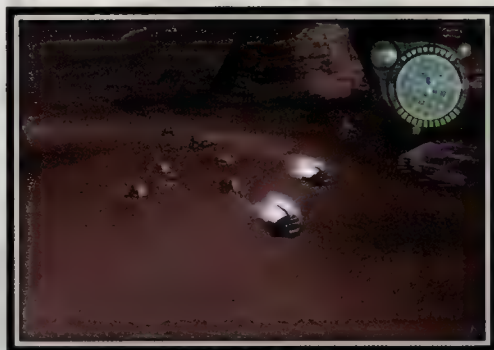
This mission is similar to Legba Basin, but with some added complexity. You have two Teleporters instead of one, and a Dropzone and a Missile Crawler Factory in addition to the Tank Factory. Your approach should be the same, though. Grab Colonists from the Teleporters, use them to build Tanks, and put the Tanks in the path of the Widows.

You start the mission with four Missile Crawlers and two Repair Crawlers scattered around the front part of the base. Grab these units and put them in front of the two Teleporters. The alien attacks will come down the shallow canyon running from the front of the base. When the Widows arrive, they hit the Teleporters first, so you want your units to engage the Widows before they can get to your buildings.

CAMPAIGN SIX



Your units are much more effective in groups. Four Missile Crawlers can take out most aliens in one volley, so the enemy won't even get a chance to fire back. It's always a good idea to clump your units, and it's particularly important here.

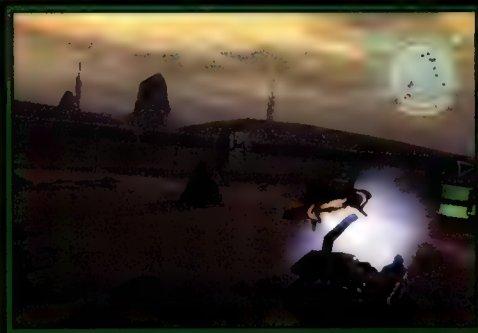


This is the first mission that features Repair Crawlers, and it's important to use them. They have no attack, but they keep your front line troops fully repaired, extending your valuable resources. A Repair Crawler can't repair itself, but if you have two of them, they'll repair each other.

With two Repair Crawlers in your vehicle group, it's possible to lose no units this mission, in spite of the fact that the Manti attacks are frequent and powerful.

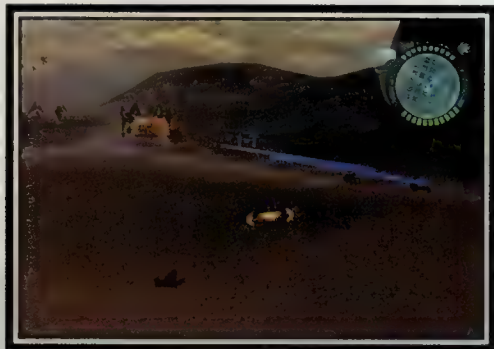
TIP

The Repair Crawler's top priority is to keep your ship repaired. If you're within his repair range and have any damage, a Repair Crawler automatically targets you. Tow one around for non-stop regeneration.

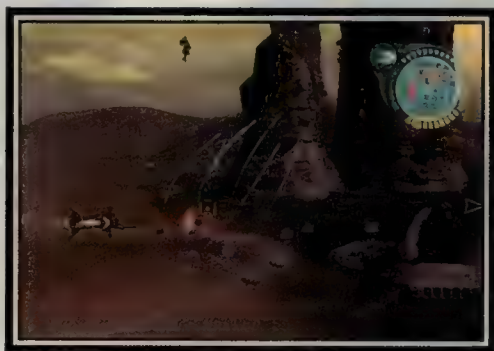


PLANET: EUROPA

You can get through the mission with just the four Missile Crawlers you start with, especially if you've got the Repair Crawlers nearby. You will, however, need to build some Tanks. The two Teleporters will churn out Colonists almost as fast as you can pick them up. Keep grabbing them and taking them to the Tank Factory. Then bring the Tanks near the Missile Crawlers and Repair Crawlers. Tanks have the most hit points of your units, so you'll generally want to deploy them slightly in front of the other vehicles. The Manti fire on the first thing they see.

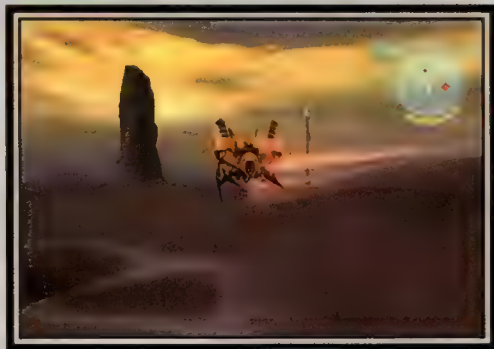
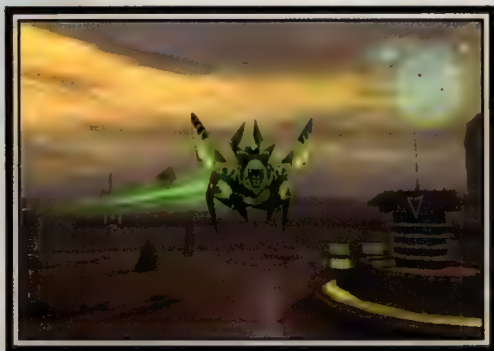


You can always build more Missile Crawlers. They're always good to have around, but it's best to have at least three Tanks at the front of the base by the time the second group of Widows arrives.



CAMPAIGN SIX

Two new Landers appear in the mission, the Beta Lander and the Gamma Lander. Just like the normal Landers, they serve as all-purpose attack units. They can grab Colonists, tow Infectors, and attack in squads. Unlike the normal Landers, however, they're tough in a straight-on fight. They're harder to take down than the basic Lander, and they both fire fast homing-projectiles that do a fair bit of damage. Don't expect to mow through them like their predecessors.

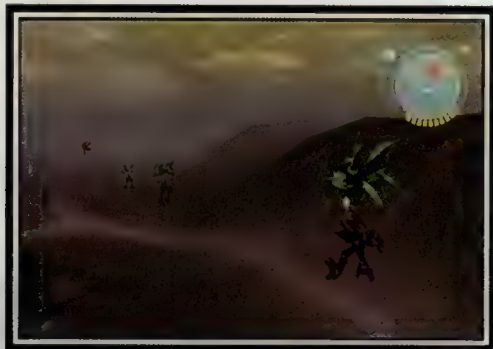


TIP

Keep bringing in Colonists, even if you have more vehicles than you need. You'll earn credits for every Colonist you save, and credits mean weapon upgrades and ship lives.

PLANET: EUROPA

Although you have a lot of firepower at the base entrance, some Manti units will trickle by. Take care of these yourself. If Landers get through with towed Infectors, the Infectors will drop off near your Factories. Make sure you get rid of them, because they'll keep firing in the Factory until you do.



TIP

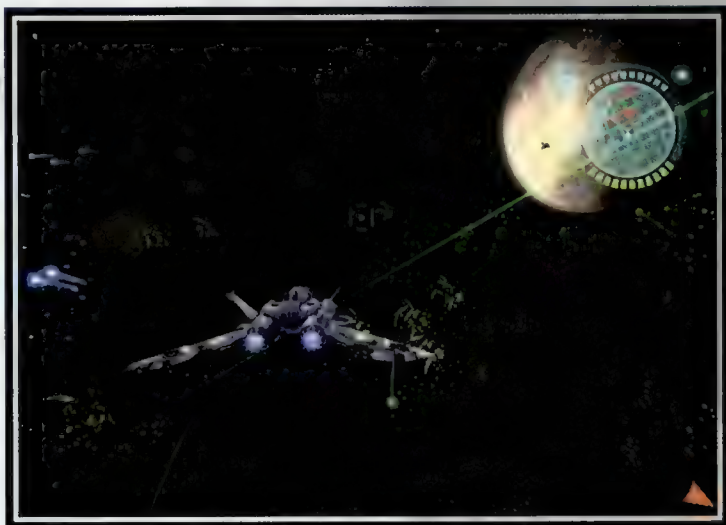
Although your objective is to protect the Research Lab, the aliens rarely attack it.

Set up your ground forces by the Teleporters, pick off the occasional unit that squeezes through your defenses, and try to avoid losing lives on your ship. You can take Colonists to the Dropzone if you need the Power-Ups, but you shouldn't take too much damage if you let your vehicles do the fighting for you.

Once the Widows are down, you're instructed to take out the remaining Manti forces. One last group of Landers comes in towing Infectors. Take them out, and you're done.

CAMPAIGN SEVEN

MISSION: ORBIT OF EUROPA



MISSION OBJECTIVES

- Protect the Battleship
Patriot's Turrets

BONUS

You get 2000 credits if all six Turrets
on the Battleship survive.

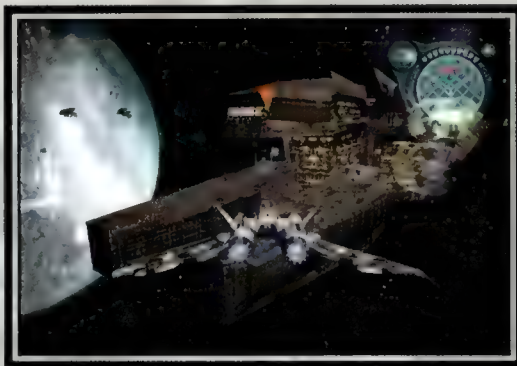
PLANET: PHOBOS

STRATEGY

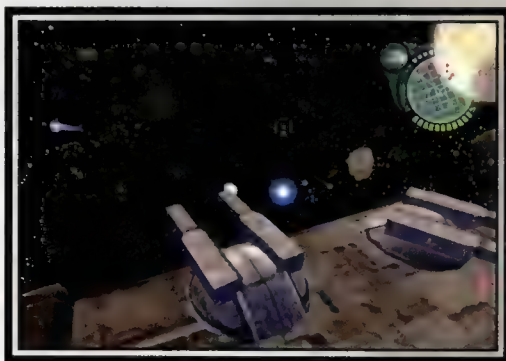
This one's short and sweet. Your task is shooting aliens. There are a lot of them, but they're mostly Landers, and the Turrets take out most of them. Although you get a bonus for protecting all six Turrets, defending one or two Turrets nearly guarantees your success.

MISSION WALKTHROUGH

This is the first of two space missions. It's also the mission where you see the largest swarms of aliens. Fortunately, they're just Landers. The Battleship is surrounded by Manti for almost the entire mission.



CAMPAIGN SEVEN



These Turrets are more powerful than the EMP Turrets in the ground missions, but without your help, they'll eventually wear down. Your best bet is to camp out on one side of the ship, close to two of the Turrets, and help them clear out the swarms as they come in. Your combined firepower is formidable.

Let the enemy come to you. If you venture away from the ship to attack Lander squads before they come in, the Turrets will take a beating while you're gone.

Don't shoot the Turrets. This sounds obvious, but your weapons do more damage than the aliens do, so a few stray shots can really hurt a Turret.

TIP

The Nemesis is a good choice of ships for this mission. Truth be told, it always is. With the combined firepower of the Ratchet Cannon and the Smart Bomb, you can really tear through Landers.

PLANET: PHOBOS

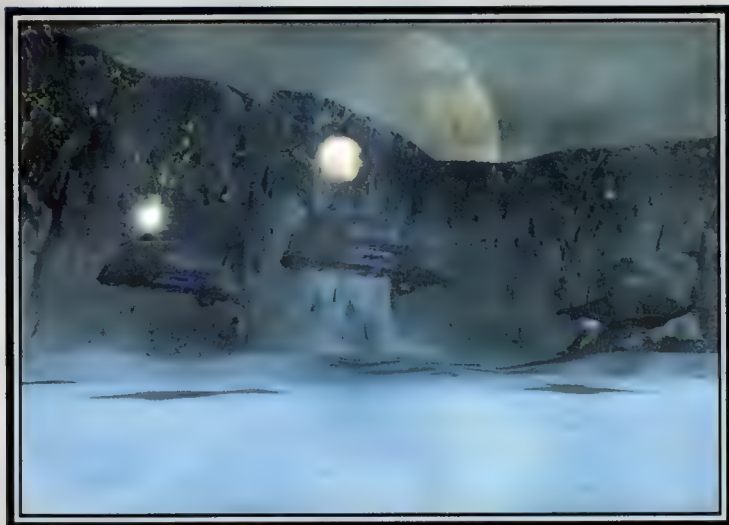
You can aim at a Turret and hit your Target button to see how much damage the Turret has taken. Actually, you can use this on any unit—friendly or enemy—to see the unit's name and hit points. If you're trying to save all the Turrets to get the bonus, you can use the Target button to see which ones are in the most danger.



Supposedly, you're holding off the Manti so engineers on the Battleship Patriot can bring the main gun online, but engineers are notoriously unreliable. When they finally do try to fire the gun, it misfires and further damages the ship. You're asked to protect the Turrets a little longer, but eventually the Patriot is forced to make a crash landing on the planet's surface. No matter. If you keep at least one Turret alive, it's a mission success.

CAMPAIGN SEVEN

MISSION: MOUNT BIAFRA



MISSION OBJECTIVES

- Find Colonel Adams' Tank
- Keep Colonel Adams alive until reinforcements arrive

BONUS

You get 2000 bonus credits for saving all 10 Colonists.

PLANET: PHOBOS

STRATEGY

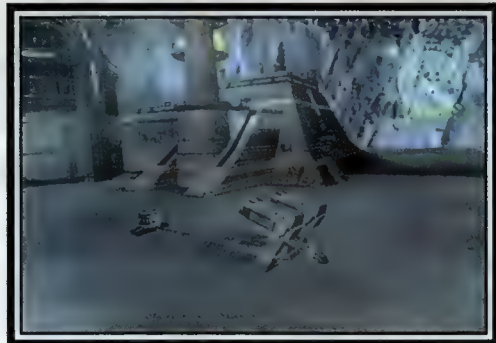
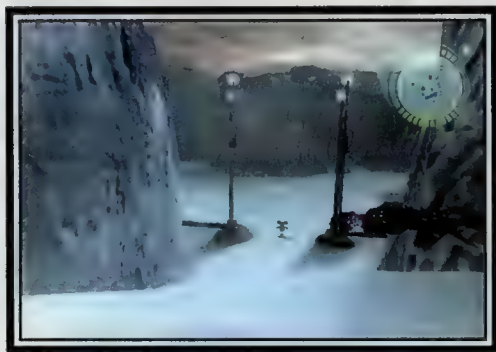
The focus of this mission is to keep Colonel Adams' Tank alive. The easiest way to do this is to set up shop in the abandoned base and use Turrets and Missile Crawlers to help you defend the position. Although the attacks will keep coming, you only need to hold out for awhile, and losing Turrets or even the Factory isn't a big deal as long as you keep the Colonel alive.

MISSION WALKTHROUGH

Head south down the canyon from your starting position, and you should see a small base with a Missile Crawler Factory on the left side. Set up the base defenses a bit before you move on to find Colonel Adams.

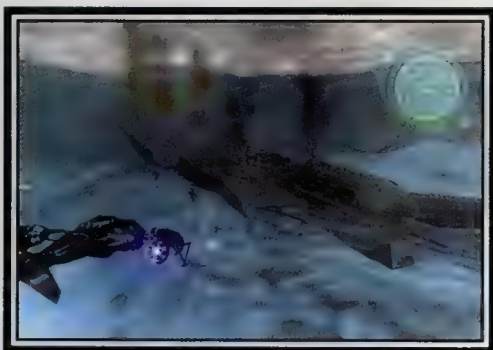


Head into the base, and you'll find five Power Supplies along with a few Crates. Conveniently, there are five EMP Turrets scattered around the base, so place one of the Power Supplies on each Turret.



CAMPAIGN SEVEN

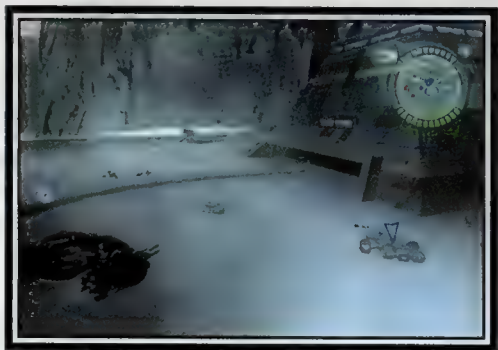
Once the Turrets are up, head out the canyon to the Northwest, and you'll find a large open valley. In the middle of the valley is the crash of the Battleship Patriot.



Head toward the Patriot, and Colonel Adams' Tank emerges along with some Colonists. Grab him and a couple of the Colonists and head back to the base. Drop the Tank in front of the Factory. When the Manti attack, they go for Colonel Adams' Tank. They'll have to fly past the Turrets and then into the line of fire of Missile Crawlers in order to get to him. Not many will make it.

Drop off the Colonists at the Factory while you're there. The Missile Crawler that comes out will already be in position to defend the Tank, and you won't have to move it yourself. Go back for the remaining Colonists and bring them back to the Factory.

The aliens will start attacking heavily, but your position is relatively secure. Just hang back in the base and fight them off until the next group of Colonists are available.



When Memory tells you that more Colonists have exited the wreck of the Patriot, head back to the same spot where you found Colonel Adams. You'll find six Colonists and a Repair Crawler. Make sure you get it in the first trip. It's more important than the Colonists.

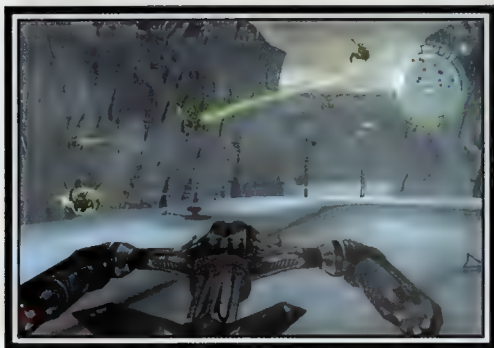
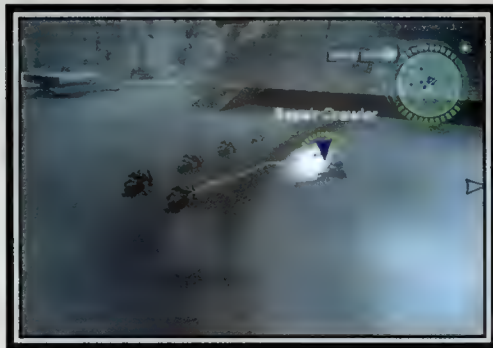
PLANET: PHOBOS

Drop the Repair Crawler next to the Tank and Missile Crawlers. Around this time, Memory tells you that you need to hold out for another 10 minutes until reinforcements arrive, but you're in good shape now. With the Repair Crawler repairing Colonel Adams' Tank and the Missile Crawlers defending him, there's not much chance of him getting destroyed unless you shoot him yourself.

TIP

Although towing Colonel Adams around for extra firepower might seem like a good idea, if your ship gets destroyed while you're carrying him, he'll fall to his death, and you'll fail the mission.

Make sure you place the Repair Crawler behind the other vehicles. The Manti shoot at the first target they see, and it's better that they fire on the attack units. The Repair Crawler can fix their damage, but it can't repair itself.



Head back and grab the remaining Colonists before the Landers do. The more Missile Crawlers you have, the easier it is to defend the base. You'll end up with five if you save all the Colonists, but you don't need that many Crawlers, so it's not a big deal if you lose a few Colonists.

You'll probably lose a couple of Turrets during the fight, but don't worry about it. You and the Missile Crawlers should be enough to hold off the Manti. You could tow the Repair Crawler around to the Turrets to keep them from dying, but it's probably not worth it. The Turrets are expendable. The Repair Crawler isn't. If you hold off the alien assault long enough, reinforcements will arrive, and the mission is over.

CAMPAIGN EIGHT

MISSION: SIRTIS MAJOR



MISSION OBJECTIVES

- Clear the Landing Zone for your reinforcements
- Escort the armored column as it moves to the Beacon
- Defend the Beacon Outpost
- Destroy the Dreadnaught

BONUS

You get a 2000 credit bonus for rescuing all 12 Colonists.

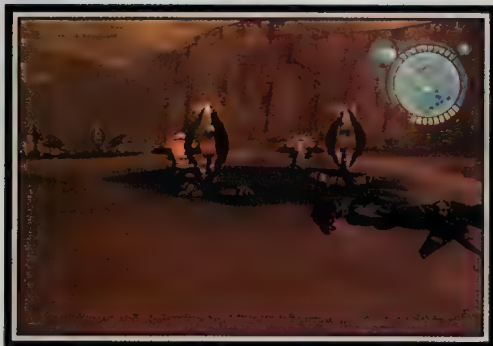
PLANET: MARS

STRATEGY

This is one of the toughest missions in the game, and you need a lot of help from your Tanks. Think of your vehicles as the primary attack force, and you're their backup. Do what you can to keep as many of them alive as possible. You need as many Tanks as possible to get to the Beacon Outpost, and the biggest threat to them are the Shock Towers. Take them out yourself if you can, and save your Tanks the beating. That might mean sacrificing a few of your ship's lives, so consider buying some before you launch the mission.

MISSION WALKTHROUGH

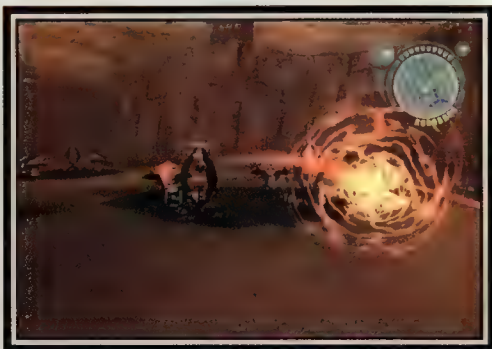
The initial battle at the landing zone is a real hairball. You get hit by air units, ground units, Pod Cannons, and Shock Towers—everything the Manti have. Don't stop moving. Seriously. Strafe. Roll. Make hit and run attacks. There are so many things firing at you that if you stop to look at something, you'll get cut down fast.



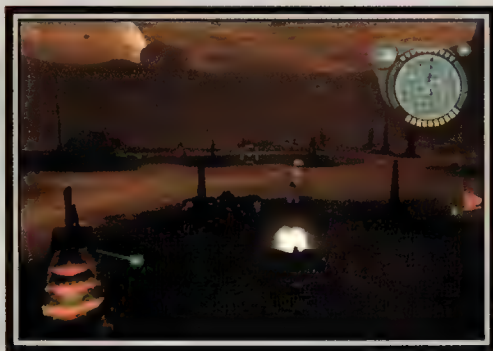
Your main concern should be getting Tanks to the forward base, although it might be hard to figure out how to go about that amidst all the mayhem. Take out the Shock Towers. They'll do the most damage to your vehicles.

CAMPAIGN EIGHT

Shock Towers fire a big, slow projectile that does a ton of damage, but you can avoid getting hit by it. Select a fast firing weapon that has decent range, such as the Ratchet Cannon, Pulse Cannon, or Laser Lance. Then Strafe around the Shock Tower in a circle and fire as fast as you can. If you do it right, this is a great maneuver for eliminating Shock Towers. If you don't do it right, it's a good maneuver for eliminating yourself. The trick here is not to strafe into the line of fire of one of the numerous other Towers.

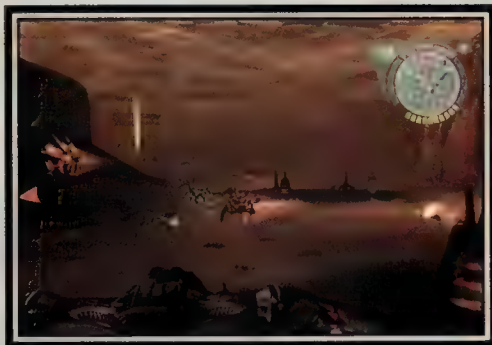


You may lose a life in the first minute of this mission. Usually, that might be cause for a restart, but as long as you take down most of the Shock Towers in the process, that's not a bad tradeoff. If you manage to survive with minimal health, there are Repair Crawlers on the way.



If you can't handle the Shock Towers on your own, try dropping one of the Tanks from the landing zone in the middle of the two Shock Towers at the roadblock. If you place it right, it'll be too close to the Towers for them to get a clear shot. There are three Manti roadblocks on the way to the Beacon Outpost, so once you've taken down the first one, rinse and repeat.

As the vehicles move out, a large swarm of Landers and Gamma Landers attack. Unlike Tanks, Missile Crawlers don't fire while they're moving, so you'll have to handle most of this wave yourself. Take them out as soon as you can, because they'll take potshots at your ground forces as long as you let them. You can tow a Tank around for extra firepower; just try not to get it killed.



PLANET: MARS

Right about the same time, a group of Stingrays will attack from the South end of the map. I told you this mission was rough. Make sure you get these fast, because three Stingrays mean three less vehicles.



If you somehow make it through all that, you'll get a little break. A couple of breaks in fact. First, the attacks slow down temporarily. Second, a Dropship lands at the Outpost and brings you two Tanks and Two Repair Crawlers. As always, Repair Crawlers are gold; keep them alive and keep them healing. Third, you'll be told a Dropship has crashed in a nearby canyon, and some Colonists need to be picked up. The Dropship is just to the West of the Beacon Outpost. It's not far, and the six Colonists will get you two more Tanks.



The Widow attack you'll experience shortly is a mean one, and every Tank will help. Use your Map or the Target Colonist button to find them quickly. Landers will be attacking the Colonists, because there's no free lunch on Mars. Finally, and this is the last break you're going to get, another Dropship makes it to the Outpost with six more Colonists. You know the drill. Make some Tanks.

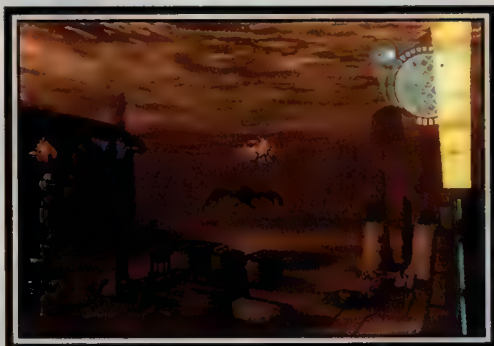
CAMPAIGN EIGHT

TIP

If you took a lot of damage in the battle for the landing zone, tow around one of the Repair Crawlers for a bit to heal up. Don't get it killed though.



Now that naptime is over, the Manti come at you hard. Six Ogres start making their way to the Outpost. Joining them is a flood of Landers and a few more Stingrays for good measure. Get the Stingrays first so you don't lose Tanks. Your Missile Crawlers will circle the Beacon, which is a decent place for them. Group all your Tanks near the two Landing pads, where the Widows will hit first. Put the Repair Crawlers behind the Tanks so they can repair the units as they take fire from the Widows. You don't want the Repair Crawlers getting fired on at all if you can help it.



PLANET: MARS

Focus on taking out air units, as they'll hurt the Tanks, and the Tanks have enough to handle. Now, if you think you've got that all handled, here comes the kitchen sink. A new Manti unit called a Dreadnaught is on its way. It looks like a rocktail lobster the size of Pittsburgh, and it has a full escort of Beta Landers with it.



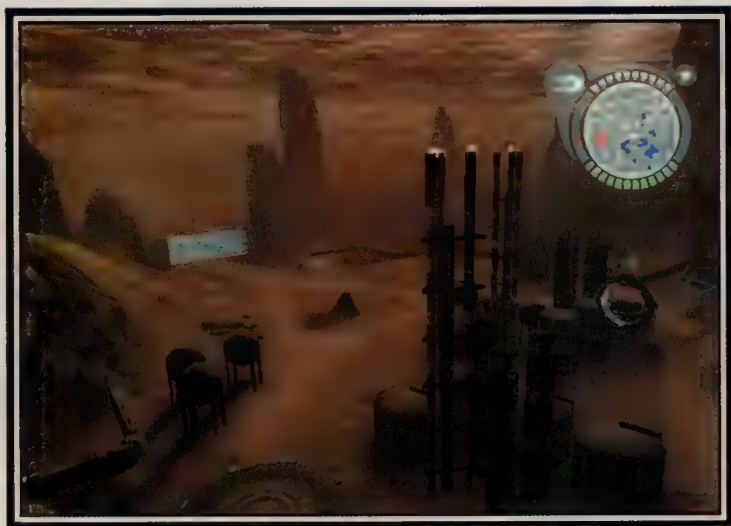
The Dreadnaught and friends head straight for the Beacon Outpost, and if they take it out, you'll lose the mission. The Widows should be taken care of by now (if not, start formulating a strategy for your next try), so grab a Tank and tow it around for extra firepower. You won't need the Tanks for anything else at this point, so if one gets killed, just grab another. When the Dreadnaught is dead, the mission is over.

NOTE

This mission is hard. It takes fast reflexes, good aim, and a strong understanding of the game's strategic elements. If you get stuck, consider changing the difficulty to a lower setting. From the Main Menu, choose Options and then Difficulty to adjust the setting. You can also just skip the mission. You only have to complete one mission of the three in the campaign, and the other two are easier.

CAMPAIGN EIGHT

MISSION: BROMIOS DESERT



MISSION OBJECTIVES

- Protect the power generators
- Protect the Science Center
- Kill the Brain Bug

BONUS

If both generators are still standing at the end of the mission, you get a 2000 credit bonus.

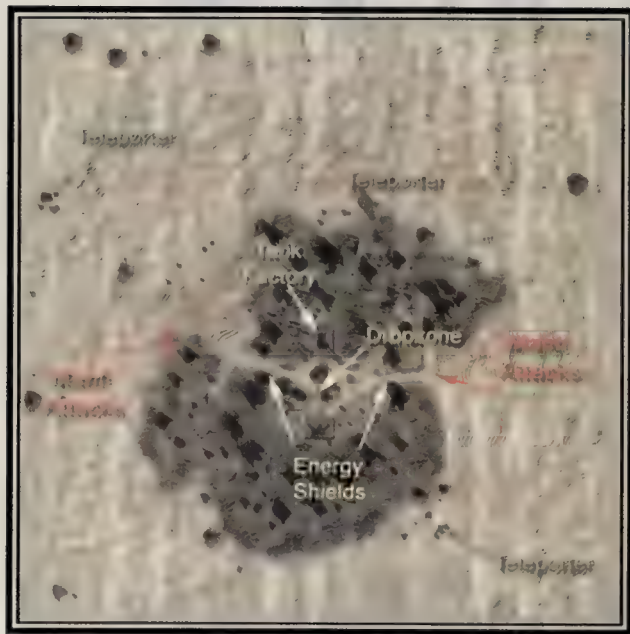
PLANET: MARS

STRATEGY

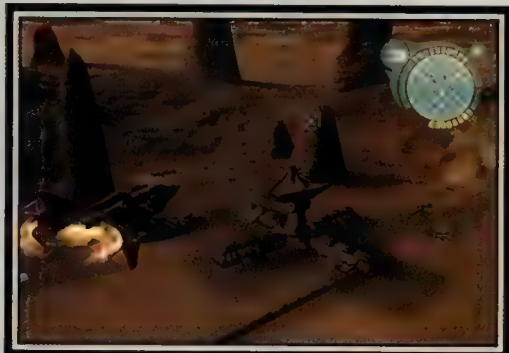
This mission is a cakewalk if you can keep the generators online. The only building you have to protect is the Science Center, and the air attacks the Manti mount on this structure are less than formidable. The only threat to the Science Center is the Widows, and as long as the shields are up, the Widows never get into your base.

MISSION WALKTHROUGH

As the mission starts, there are three Widows waiting patiently in front of your base's energy shields.

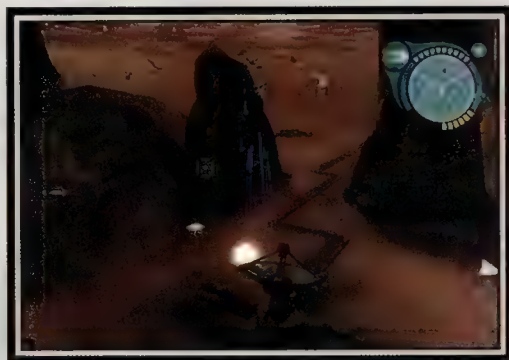


The shields are powered by two generators that lie somewhat inconveniently outside the base. Both are guarded by EMP Turrets, but those won't hold out long. You need to move back and forth between the two generators and help defend whichever one's in the most danger. Use your Map to see where the enemies are. As long as the generators powering the shields don't get destroyed, the shields will stay up, and the Widows will stay where they are.

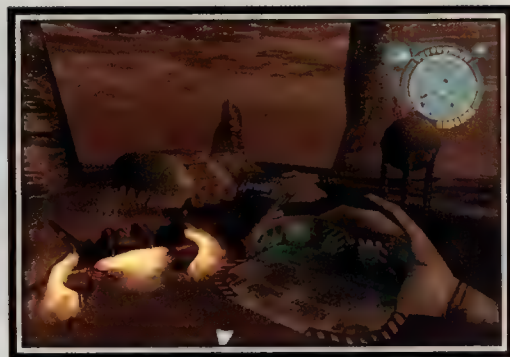


CAMPAIGN EIGHT

You can find three Missile Crawlers in the base. There are two behind the energy shield on the West side of the base and another one behind the shield on the East side. Presumably, they're there to fight off the Widows when the shields go down, but Missile Crawlers are no match for Widows. Take these Crawlers and tow them to the generators. Drop them off next to the Turrets, and they'll help defend the generators while you're not around.



After you fend off the first wave of attackers, you have a minute to grab some Colonists. There's one Teleporter at the top of the hill on the North end of the base and another just over the hill to the South. There should be two Colonists at each Teleporter by now. Grab them and use them to make Power-Ups or a Tank, whichever you prefer. You'll need Tanks if you let one of the generators go down. You should be able to prevent that, but you never know what might happen.



PLANET: MARS

After you stop the second wave, you're told to go rescue some Colonists at a Teleporter on the far West edge of the map. Don't do it. The generators will get hit while you're out there, and the two Teleporters near your base will have churned out more Colonists by now, so it's not worth the trip.

If a generator does go down, place your Tank or Tanks behind the Turrets that guard the base entrances. This location gives your Tanks free shots while the Widow fires on the Turrets. You should be able to hold off two or even all three Widows with just one Tank. Always deploy the Tank so that the Widows are firing at something else. You can even get in some potshots yourself while the Widows are otherwise engaged. The Widows will make their way through your base toward the Science Center. Stop them before they get there. If the Science Center goes down, you're toast.



After the third wave, you'll be informed that a new Manti unit is heading for the base. It's a Brain Bug, and it's got a squad of Beta Landers with it.

The henchmen are probably tougher than the boss in this case. The whole group heads straight toward the Science Center, so engage them at the North end of the base. The Turrets will fire on the Manti, and the other buildings will provide targets to distract them, so they all won't be firing on you simultaneously. If you still have your Special Weapon, a Smart Bomb or a few charges of your Energy Shield will make this fight a short one. When the Brain Bug's dead, the mission's over.

CAMPAIGN EIGHT

MISSION: VIKING II SITE

NOTE

This is a bonus mission for XBOX only.



MISSION OBJECTIVES

- Defend the Dropzone
- Destroy the Manti Forges

STRATEGY

The level is composed of two separate canyons, connected by a Stargate. One canyon contains a Missile Crawler Factory, and the other contains a Tank Factory. You can tow Colonists and vehicles through the Stargate, so don't forget you can deploy your forces where you need them.



PLANET: MARS

MISSION WALKTHROUGH

Your first objective is to escort the Dropship safely to the Stargate. The only trick to this task is eliminating the Widow advancing on the Dropzone.

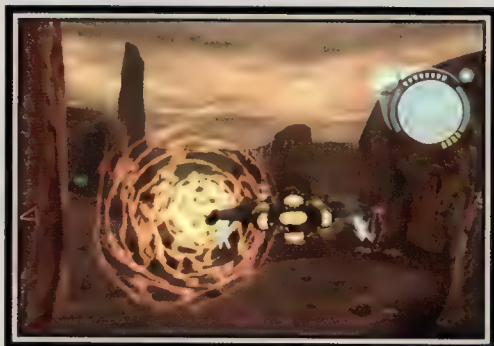
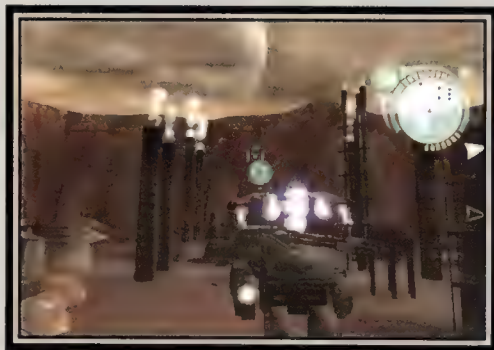
Since you don't have any Tanks yet, the best way to take on the Widow is to use your range advantage. The primary weapon on every ship has more range than the projectile the Widow fires. Get the Widow in your sights, then creep forward and start firing. Once your weapon starts hitting the Widow, use the Backward button to stop your forward motion. Hold your position and keep firing. Widows have a lot of hit points, so this will take a while. Your ship automatically moves forward, so you'll have to keep tapping the Backward button to maintain your distance. If you drift into the Widows range, she'll tear you up.

After you destroy the Widow, head toward the Stargate. There are two Power Supplies you can use to power up the EMP Turrets to help defend against Manti air attacks.

Gather all the Colonists in the area. You can use them to build Missile Crawlers to provide additional air support, but it may be a better move to take them through the Stargate to build Tanks to hold off the Widows advancing on the Tank Factory.

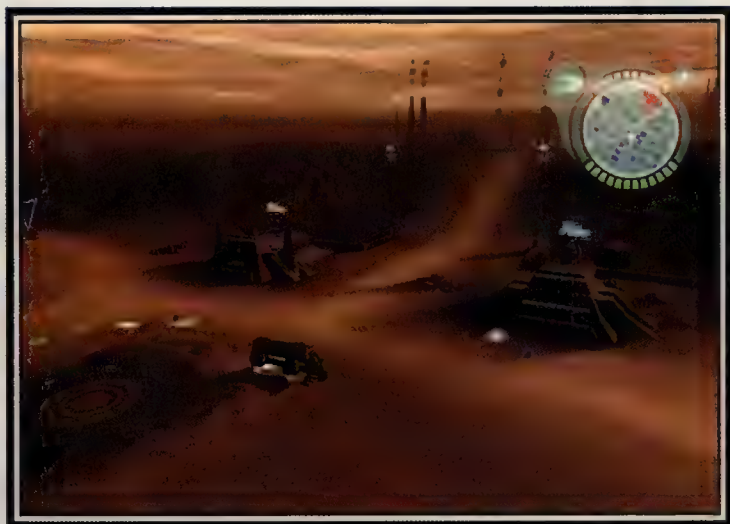
Move through the Stargate and power up the two Turrets on the opposite side. There are more Colonists to be rescued in this canyon. Grab them and drop them off at the Tank Factory. Deploy the Tanks to intercept the two advancing Widows. You may need to help destroy the Widows yourself.

After the Widows are eliminated, head toward the two Lander Forges. You'll encounter Shock Towers on your way. You can engage them, but it's simpler just to speed by. When you reach the Forges, try to destroy most of the Landers guarding them, before taking on the Forges. Once both Lander Forges are eliminated, the mission is over.



CAMPAIGN EIGHT

MISSION: K HIMAT RIDGE



MISSION OBJECTIVES

- Defend the Dropzone
- Destroy the Manti Forge

BONUS

You get 2000 extra credits if all five Transports survive.

PLANET: MARS

STRATEGY

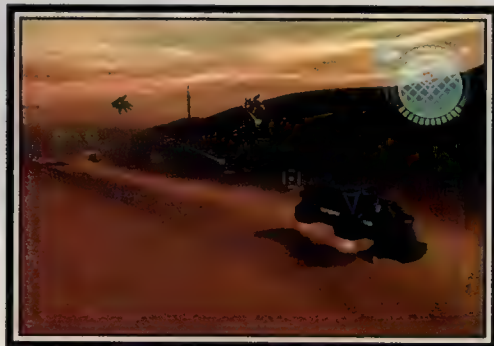
In the first phase of this mission, you defend your base from squads of Widows converging down three canyons. You have a Tank Factory, a Missile Crawler Factory, and a steady flow of Colonists from Transports coming into your base; so build Tanks and wait for the Widows to arrive. You also need to destroy a heavily defended Lander Forge nearby. You can do this at any time, but if you try it before the Widows are taken out, you'll probably stretch yourself too thin.

MISSION WALKTHROUGH

There are four Colonists in front of the Dropzone at the South end of the base. Head down and grab them before someone else does. You need Tanks and Missile Crawlers eventually, but you need the Tanks more, so build them first. Transports are coming down the canyon to the West of your base. They're bringing you Colonists, so make sure they get through. In spite of what they tell you, the attacks on the Transports are pretty light; so most of the time, they'll make it through without your help. On the other hand, you haven't got much else to do, so keep an eye on them.



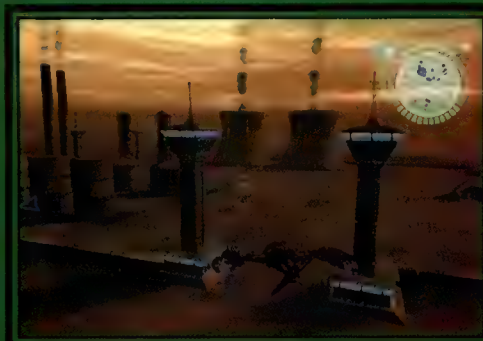
Once the Transports arrive, they drop off Colonists between the Dropzone and the two Factories. Start grabbing them and taking them to the Factories. You need to build at least three Tanks, preferably more.



CAMPAIGN EIGHT

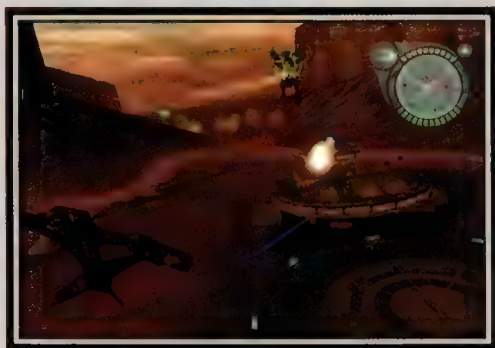
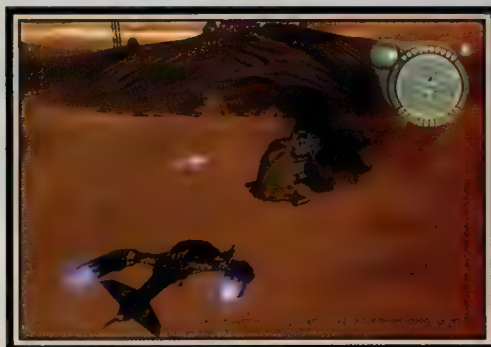
TIP

There's a Repair Crawler in the industrial complex to the North of your base. You definitely want it, so head up there and grab it before the Widows show up.



The first heavy attacks come up the canyon to the South and hit the Dropzone, so deploy your vehicles there first. As always, group the units for maximum firepower, and put the Repair Crawler behind the combat units.

The last Transport reports mechanical troubles and drops his Colonists a bit down the canyon West of the base. If you're in one of the faster ships, you can grab them. They aren't far, but it'll take two trips.



When the Widows coming from the South hit the Dropzone, they'll have a lot of Landers with them. You should have enough Tanks to handle the Widows, so taking out the air units will be your job. Keep them off the Dropzone, and destroy the Landers towing Infectors before they get inside your base.

When the first two Widows are down, move your Tanks over by the Tank Factory. The second group of Widows will hit there. Bring the Repair Crawler with the Tanks, but leave a few Missile Crawlers by the Dropzone, because Landers will continue to attack there.

PLANET: MARS

NOTE

There's a Teleporter above the base where you found the Repair Crawler. If you can steal a few seconds between attack waves, a load of Colonists means another Tank or Missile Crawler.

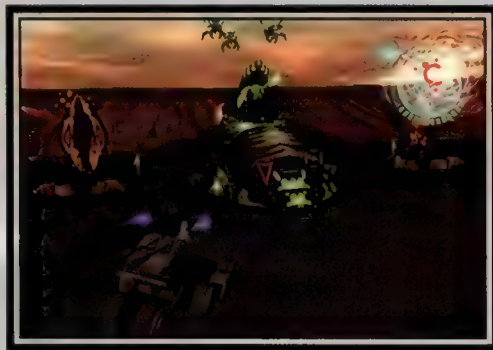
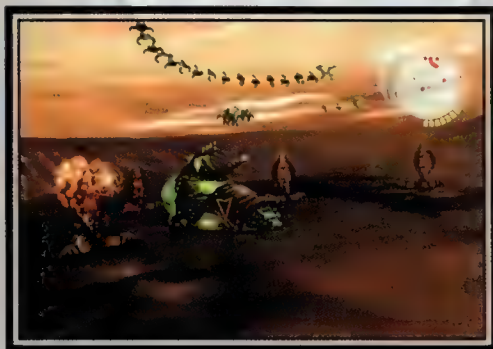
After those two Widows are down, shift your Tanks again to the Missile Crawler Factory, where the last of the Widows will arrive.

When all the Widows are destroyed, the attacks on your base let up, and you can deal with the Lander Forge. It's located at the end of the canyon to the South, where the brunt of the Manti assault was coming from. If you look at your Map, you'll see a cluster of red dots down there.

There's a Podworm, a squad of Beta Landers, and a bunch of Shock Towers defending the Forge, so taking it out can be a little tricky. One approach is to hang back and pick off enemies one at a time. Circle-strafe around the cluster of structures and wear down the Shock Towers and Pod Cannons until it's safe to go in and finish off the Forge. You can retreat and get healed by the Repair Crawler so you don't lose any lives. The Podworm and Beta Landers won't follow you away from the Forge.

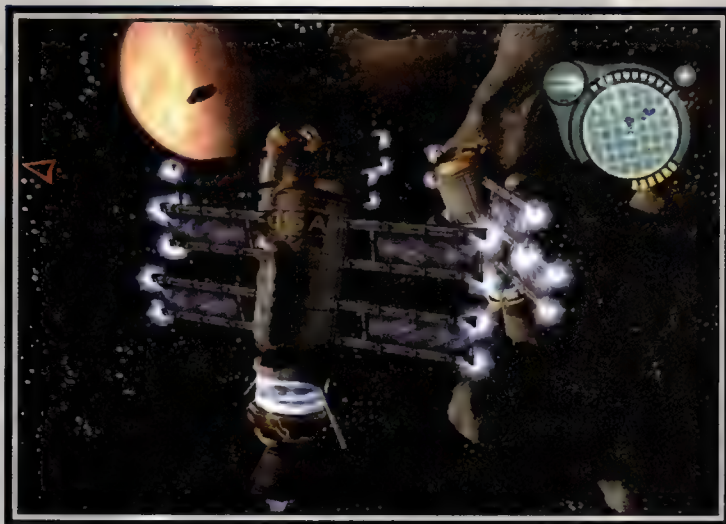
You can also tow in Tanks and drop them off next to the Forge, then bail out and grab another Tank. The Towers will kill the Tank, but he'll get his licks in. Two or three Tanks will finish off the Forge. You have to evade fire on your way in, but Shock Tower fire is easy to avoid, even when towing a Tank. This works when coupled with a Smart Bomb to take out the Landers and most of the Podworm.

When the Forge is destroyed and all the Widows are dead, you've completed the mission.



CAMPAIGN NINE

MISSION: ALCHERA ASTEROID FIELDS



MISSION OBJECTIVES

- Defend the Intel Satellites

BONUS

You get 5000 bonus credits if all three Satellites survive.

ASTEROID BELT

STRATEGY

This mission is all about stopping the Kamikazes. When the Kamikazes come in, they fly straight into one of the satellites and explode. Every time a Kamikaze hits a satellite, it's destroyed; so if just three Kamikazes get through, the mission's over. Whatever you're doing when a Kamikaze starts coming in, go kill it.

MISSION WALKTHROUGH

You'll see only two types of enemies in this mission, Landers and Kamikazes. The Kamikazes look like Beta Landers, but apparently they've been stuffed with explosives like a piñata.



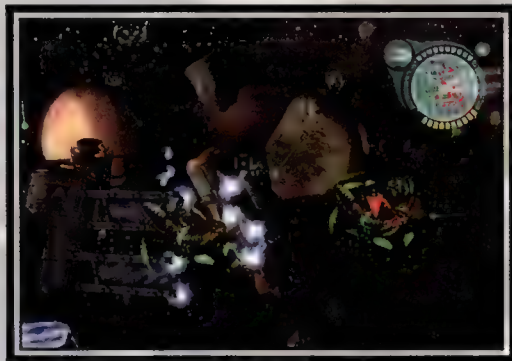
The Landers always attack in squads, and they can take down a satellite eventually, but don't worry about leaving a bunch of Landers firing on a satellite. If there's a Kamikaze around, forget the Landers. You can take out the Kamikaze, and then deal with the Landers.

TIP

Use the Nemesis with the Ratchet Cannon. It auto-aims and does damage fast, so you can take out Lander squads and Kamikazes quickly. If you don't have it, buy it.

CAMPAIGN NINE

Hang out near the satellites. You can see the aliens glow off in the distance, but don't go after them. Let them come to you. Kill Landers until you see an approaching Kamikaze, then make sure you nail him.



There are a couple of ways to spot the Kamikazes. The text and voice warnings you get are unreliable. Do your own scouting. Your Objective Beacon always targets enemies in this mission, so it'll be red. When on a Lander, the target will be solid red. But when indicating a Kamikaze, it should change to a red outline with a transparent middle. Whenever you see that, go to it.

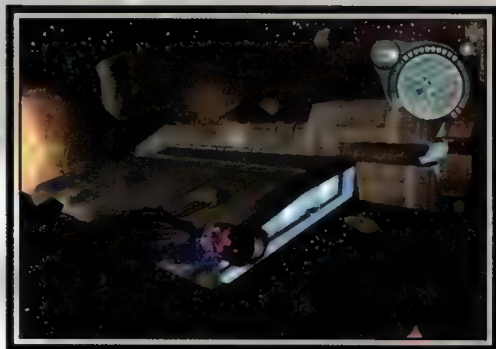
You can also spot a Kamikaze with your Map. Hit the Map button and see where the red dots are. The Landers always attack in groups, so a bunch of dots together indicate Landers. A lone dot, on the other hand, is a Kamikaze. The satellites don't appear on the map, but as long as you stay close to them, you can tell how far the Kamikaze is from the satellites by checking how far it is from you.

ASTEROID BELT

TIP

Don't shoot the satellites. That sounds dumb, but your weapons do a lot more damage than the Landers. A stray shot hitting one of the satellites is worse than just letting the Lander live a while.

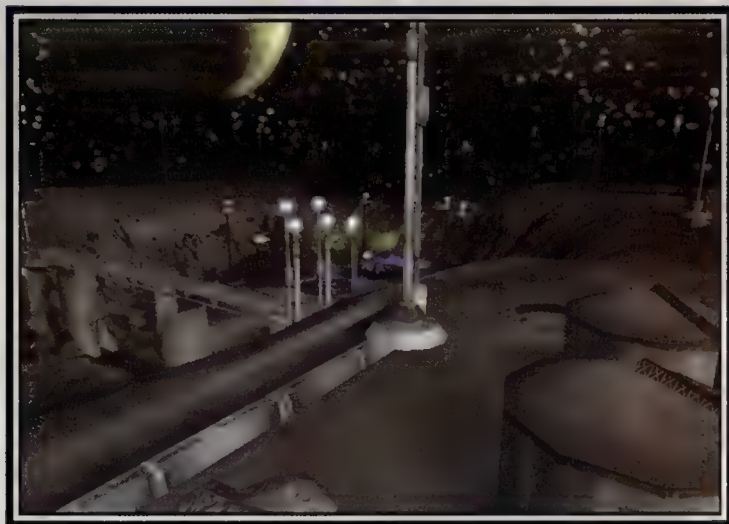
There's a derelict spacecraft nearby with some Power-Ups if you get low on health. Wait for a lull in the action to head over there.



Find a weapon that consistently takes out the Kamikazes. Locking weapons are ideal, but some of the missiles won't do enough damage to kill in one volley. You may not get a second shot. Just use the Ratchet Cannon. Trust me on this one. When all the aliens are dead, the mission is over.

CAMPAIGN TEN

MISSION: MARE FRIGORIS



MISSION OBJECTIVES

- Escort the Transports to the base
- Defend the Dropship

BONUS

You get 2000 bonus credits if all three Transports make it to the base.

THE MOON

STRATEGY

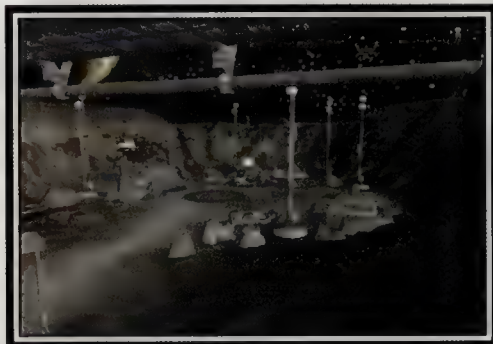
This mission has two phases. First, you protect a convoy of Transports as they make their way to the base. Second, you defend the Dropship at the base while it prepares to take off. Although you spend most of the mission escorting the Transports, the real test of the mission is keeping the Dropship from being destroyed. To pull it off, you have to set up your defense from the start.

MISSION WALKTHROUGH

You're escorting a convoy of three Transports and two Tanks. Only one of the Transports must make it to the base in order for the mission to progress.



The base is only about 100 yards from where the convoy starts, but you must wind around through the canyon passage. The only vehicle the GSA has that can't fly or be towed is the Transport, so of course they decided to use that. Critical prototypes indeed. It's easy for you to pop over the hill from the convoy to the base, and you'll need to do that as much as you can.

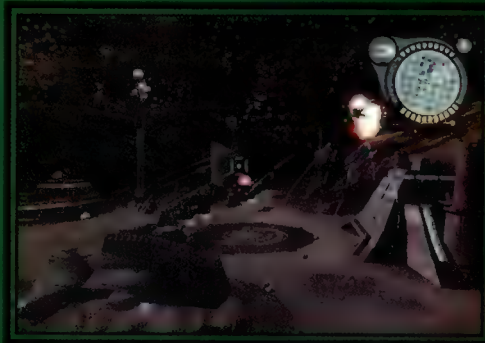


CAMPAIGN TEN

There's a Teleporter, a Missile Crawler Factory, and a Dropzone in the base. Grab Colonists as they come out, and drop them off at the Factory. Landers and Yellow Jackets trickle in to attack the Dropship throughout the mission, so the more Missile Crawlers you have there, the better. Don't use the Dropzone if you can help it.

TIP

Look for enemies. If you're with the convoy and there's no swarm in sight, check out the base. If you're at the base and there's no one to shoot at, head back to the convoy.



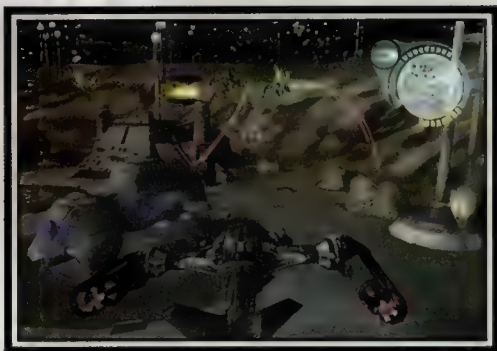
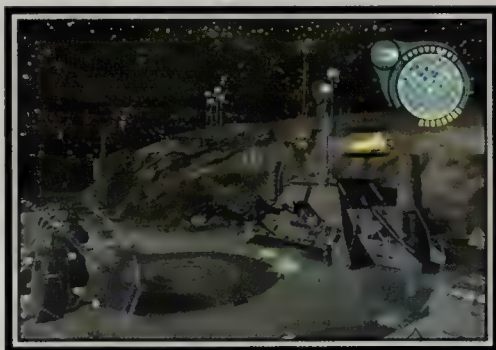
The convoy passes through clusters of Pod Cannons and Shock Towers. That's when they'll need your help the most. The Tanks can take down a lot of the Manti structures, but eventually they'll crack. Help the Tanks decimate the Shock Towers as much as you can. Once the convoy gets past one of the clusters, head back to the Dropzone and make more Missile Crawlers. In the final battle, you'll have a hard time keeping the aliens from destroying the Dropship, so every hit you stop it from taking earlier in the mission will help you in the long run.

TIP

Save your Special Weapons for the final battle. You'll need every trick you've got. The Smart Bomb is a big help if you have it.

THE MOON

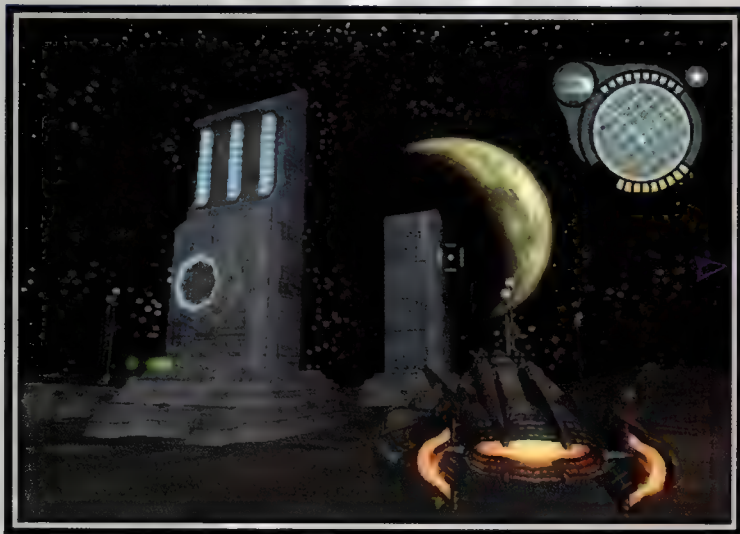
Once the Transports get to the base, Dr. Mudo asks you to defend the Dropship while they prepare to lift off. Sit next to the Dropship and take out anything that fires on it. Don't worry about anything else getting destroyed. If there's a brief pause in the attack, don't go anywhere. They'll be back. Just sit there and fire, and try not to miss much. If either of the Tanks survived the trip to the base, pick it up and tow it. It'll knock out a few targets for you.



Target the Beta Landers first if you can. They do the most damage. But if things get hectic and you can't tell one alien from another, just shoot them all.

Once the Dropship departs the base, you've completed the mission.

MISSION: CARPATHIAN MOUNTAINS



MISSION OBJECTIVES

- Defend the Dropzone
- Destroy the four Lander Forges

BONUS

You get 2000 bonus credits if all the incoming Dropships survive.

THE MOON

STRATEGY

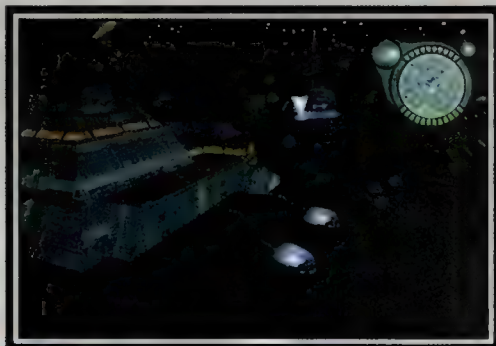
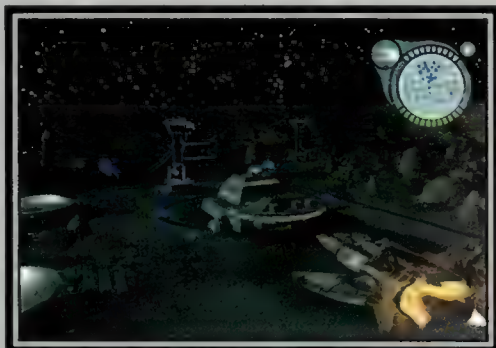
Although the goal of this mission is to destroy the Lander Forges, if you try to take them on early in the mission, your base will get pummeled while you're away. Hunker down and set up your base defenses. Use the Colonists brought in by the Dropships to build yourself a formidable ground force. When you have the home front under control, you can start picking off the Forges. It's true that the Forges will keep making Landers until you take them out, but Landers are the least of your worries.

MISSION WALKTHROUGH

There are eight Colonists at the South end of the base when you start. Initial attacks are light, so grab them first. You'll need Tanks and Missile Crawlers eventually, but the Widows are a ways off, so the Tanks can probably wait.



A Dropship will be incoming shortly and will ask for protection, but he doesn't need it. He'll be fine. There are two Repair Crawlers near the Dropzone, one on either side. Cluster your Missile Crawlers near the Dropzone. It'll get attacked a lot, so the Repair Crawlers can repair it along with the units defending it.



CAMPAIGN TEN

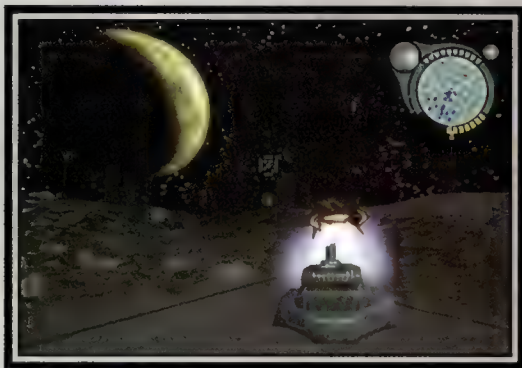
Watch out for the squads of Beta Landers. A group of them can create a large arcing bolt of energy that levels buildings fast. If you see it happening, take them out fast. It may already be too late. Your best bet is to hit them before they can initiate the squad weapon.



TIP

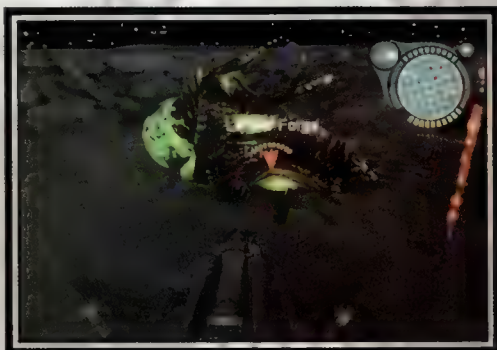
Use whatever ship you're best with. Just because the Judgment is the newest ship doesn't mean it's the best choice.

The Dropship dumps Colonists toward the South end of the base, where the first group was. Grab them and build more vehicles. If you get low on health, don't use the Colonists to make Power-Ups. Just grab one of the Repair Crawlers for a minute.



THE MOON

After you collect the Colonists left by the second Dropship, you should have a solid group of vehicles, and the tide should be turning in your favor. If you haven't made your way out to any of the Forges yet, you should be able to now. Each Lander Forge is in a separate crater. Look for the clusters of red dots on your Map to determine which craters to look in. The craters on the West side of the map are less heavily defended.



Take out one Forge at a time, then check in on your base. The last two Dropships will dump their Colonists right in the path of the oncoming Widows, so try to get them before the Widows kill them. You want as many vehicles around the Dropzone as you can get. Once the fourth and final Widow is destroyed, you should be on offense for the rest of the mission.

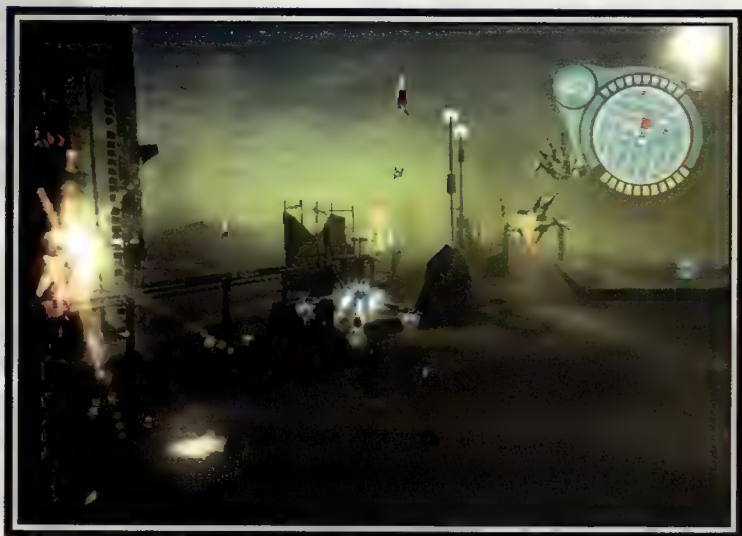
The Forge in the big crater is the toughest. It's got a Podworm and a ring of Shock Towers to protect it, but you've handled this before. It's similar to the Forge cluster on the Khimat Ridge mission. Take out the Shock Towers and Pod Cannons one at a time. Either strafe around them or make jousting hit-and-run attacks. Once they're gone, close in for the kill. Tow a Tank or Repair Crawler for a little extra juice.



When all four Lander Forges are destroyed, the mission is a success.

CAMPAIGN ELEVEN

MISSION: RHONE VALLEY



MISSION OBJECTIVES

- Protect the Dropzone and the Stargate
- Destroy all Widows

BONUS

You get 2000 bonus credits if you rescue all the Colonists.

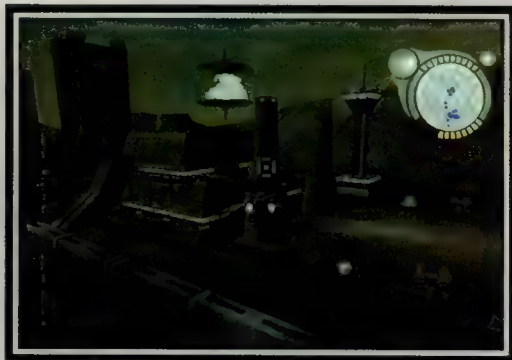
PLANET: EARTH

STRATEGY

The two Earth missions are all-out brawls. You have to use every technique you have learned throughout the game. Save as many Colonists as possible, and build vehicles. Deploy Tanks where the Widows are attacking and use Missile Crawlers to defend against air attacks. Keep your units together and back them up with Repair Crawlers. But now, you have to do this all at once with little break in the action. Always be on the move. There's never a moment where there isn't something that needs to be killed or saved.

MISSION WALKTHROUGH

Three Stingrays attack immediately. Get them first before they can grab any vehicles. Then pick up the Colonists scattered around the base, and make some vehicles. There's no Missile Crawler Factory, so treat the ones you're provided like gold. There is a Repair Crawler Factory however, and this is one of only two missions that have one.

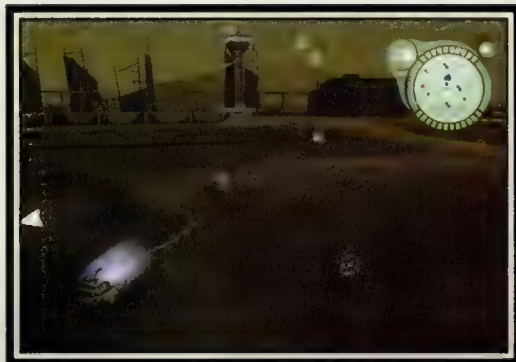


CAMPAIGN ELEVEN

TIP

You need two vehicle groups, one by the Dropzone and one by the Tank Factory. Put at least one Repair Crawler, preferably two, with each group. The attack on the Dropzone is much heavier, so have a larger group there.

There are five Missile Crawlers and two Repair Crawlers around the Dropzone, but they're spread out. Move them closer together, preferably next to one of the Turrets, so they can all work together.



Two Crates are also near the Dropzone. Use those and the Repair Crawlers for healing. Don't waste Colonists at the Dropzone.

TIP

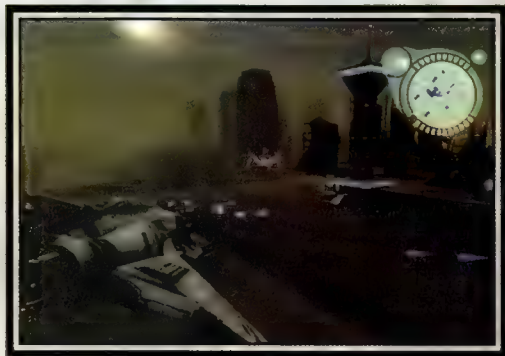
The map is fairly large, but until the end of the mission, there's no need to leave the immediate vicinity of your base. That's where the action is.

Don't worry about protecting incoming Dropships. They'll make it on their own. Be ready to grab the Colonists and vehicles they bring in though. They'll leave them on the launch pads by the Tank Factory.

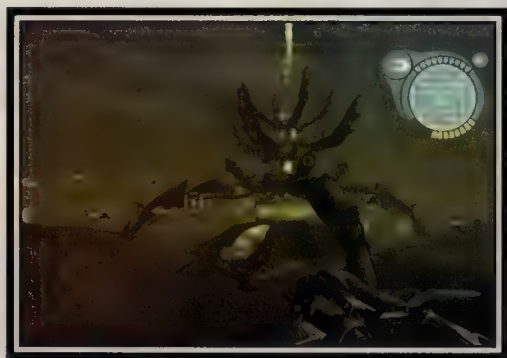


PLANET: EARTH

If the Dropzone damage gets critical, pop a Repair Crawler or two next to it. Building repair is very slow, but if you're on the edge, it might help you hold out a little longer.



Once all the Widows are dead, you'll be instructed to proceed through the Stargate--but it's a false alarm. Memory's got a strange reading they want you to check out first. Fly toward your Objective Beacon, and at the South end of the map, you'll find a huge Manti tower. It's surrounded by dozens of Manti units of all stripes, so don't get too close. Adams and Mudo will chat for a while and then decide to pull you out. Now head back and exit through the Stargate, and the mission's over.



CAMPAIGN ELEVEN

MISSION: ARGENTINE PAMPAS



MISSION OBJECTIVES

- Protect the Dropzone and the Drilling Facility
- Destroy all Widows

BONUS

If you rescue all available Colonists, you get an extra 2000 credits.

PLANET: EARTH

STRATEGY

The base is split in two parts, divided by a hill in the middle. The Western part of the base holds the Dropzone, which must be protected. There's also a Tank Factory here, which is handy because Widows will attack here, and you'll need Tanks. The Eastern part of the base contains the Drilling Facility and a Missile Crawler Factory. The Drilling Rig will be attacked heavily from the air, so you need Missile Crawlers there. Get appropriate vehicle defenses set up at both ends of the base, and then move back and forth to help out where you're needed.

MISSION WALKTHROUGH



Widows will attack down the two channels on the West side of the base. One will start hitting your EMP Turret right off the bat. There are already Tanks at the entrances to both channels. This will give you a good spot to drop more Tanks when you make them. The Turrets there will also draw the Widows' fire, which will give your Tanks free shots on the advancing Widows.



CAMPAIGN ELEVEN

TIP

Moving from one end of the base to the other quickly is key to this mission. You'll want to use one of the faster ships.

You'll have few minutes before the heavy attacks come, and there are Colonists scattered all around the base. Get as many as you can, and build Tanks and Missile Crawlers. Drop your Missile Crawlers by the three Turrets in front of the Drilling Facility. The Widows will come hard, so have plenty of Tanks ready. You need Tanks more than Missile Crawlers, and, as always, Repair Crawler backup is a plus.

TIP

Air units flying over the Drilling Facility are sometimes too high for the Missile Crawlers to attack, so you have to take care of those yourself. When you're told the Drill is under attack, head over there.



PLANET: EARTH

Two Colonists are on the top of the hill between the two base sectors. Make sure you get them. Use your map to find other Colonists too. There are no Teleporters or Dropships coming with reinforcements, so you need to get all the Colonists you can.

When the Widows are eliminated, a huge wave of Infectors will be towed in around the Dropzone. Pull your Tanks back from the channel openings if you have time.

At this point, you can also bring back any Repair Crawlers you have in order to repair the Dropzone or Drilling Facility if they're heavily damaged. Of course, you won't have time everything you'd like, so you'll have to determine where you're in the most danger.

TIP

This mission is extremely difficult, even for an advanced player. If you find yourself getting frustrated, hit the Right Strafe, Left Strafe, Backward, and Fire Weapon buttons simultaneously, and you'll send a searing jolt of pain directly into the brain of the designer who made the mission.

If you survive the Infector attack, Dropships will arrive shortly afterward to evacuate the planet, and the mission is over.

CAMPAIGN TWELVE

MISSION: LUNA



MISSION OBJECTIVES

- Bring Power Supplies to at least four of Memory's Generators
- Defend the Generators

BONUS

You get 2000 bonus credits if you power up and successfully defend all six Generators.

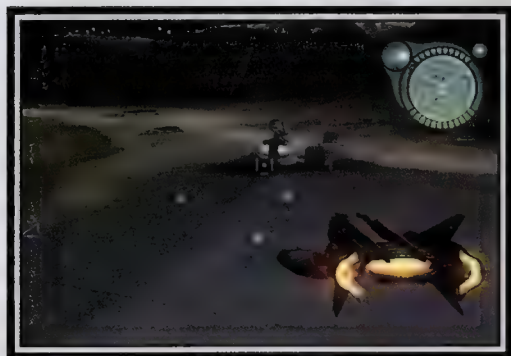
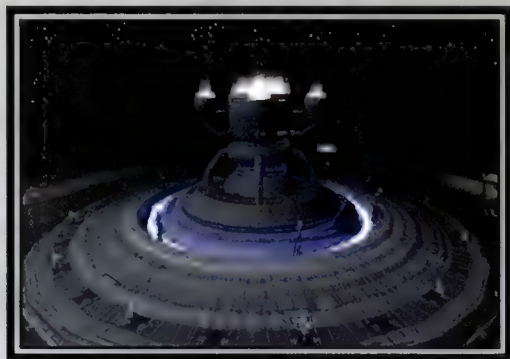
THE FINAL BATTLE

STRATEGY

If you got through the last two missions, this one should seem somewhat easy. You only need to power up four of the six Generators, so just write two of them off from the start. The Manti still waste time attacking all the Generators, so you'll have an edge. Set up your defenses around the Generators before you power them up. The Manti won't bring their heavy attacks until after Memory is online, so you might as well prepare beforehand.

MISSION WALKTHROUGH

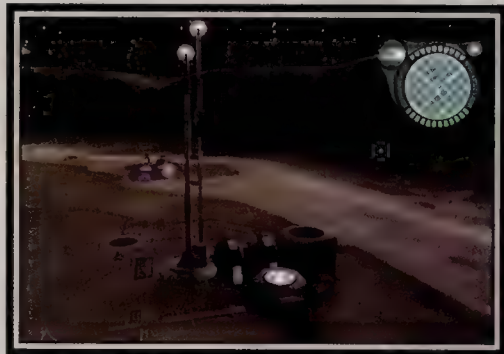
After failing to retake Earth from the Manti, the GSA is pushed back to the Moon for one last ditch effort. The plan is for Memory to push the Moon into the Earth and destroy everything in one big fireball. In the future, that's considered victory. Memory is attached to the surface of the Moon, and you need to bring Power Supplies to four of the Generators so she can launch.



Grab the eight Colonists on the Map and take them to the Dropzone. There are no Factories on the Map, so you really don't need the Colonists, but keeping Landers from getting them is a good idea. Use your Map screen or Target Colonist button to track them all down.

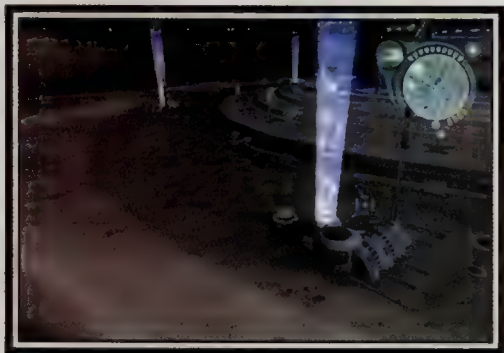
CAMPAIGN TWELVE

In addition to the Colonists, there are a number of vehicles spread around the Map. There's a Repair Crawler near the Dropzone that you should try to keep alive. Decide which four Generators you're going to defend, place the vehicles, then place your ground troops around the two outermost Generators. The two Generators to the North are the best ones to let the aliens have, because they're the farthest from the Dropzone and the Power Supplies, and they are the most difficult to power up and defend.



There aren't a lot of vehicles, so your defenses will be less than ideal. Once you deploy your ground forces, start bringing over the Power Supplies. They're located at a depot on the South end of the Map, and are more than you need. The Dropships bringing in reinforcements will deploy them in a logical place. They'll put them near the generators, so you may not have to move them at all.

The Generators work the same way EMP Turrets do. Drop the Power Supply on the flashing target, and the Generator will come online.



When a Generator is powered up, it emits a big column of light. So, you can tell from a distance which of the Generators are online.

THE FINAL BATTLE

As you're powering up the Generators, determine where the attacks are coming and help out where you're needed. You can't rely heavily on your minimal ground forces. Most of the fighting will be up to you. This mission can be disorienting. It's a big circle, and it looks pretty much the same all the way around; so use your Map screen to get your bearings. Look for clusters of red dots on the Map to see where the attacks are coming.

After you get all the Generators powered up, you have to defend them for a few minutes while Memory prepares for the world's biggest suicide run. Watch for squads of Beta Landers. They'll do the most damage. The occasional Stingray will show up as well, and you obviously want to keep those away from your vehicles.



You get a warning when a Generator is close to going down. Unless it's one of the ones you're sacrificing, make sure to respond. Try towing the Repair Crawler over to fix Generators that are critically damaged.

If you hold off the Manti attackers until Memory is ready, the mission is a success. Congratulations, pilot. You've saved the world. Well actually, you've destroyed the Earth, but good job nonetheless.



Note: Once you complete the game, you can play through again with all the ships and weapons you unlocked now available.

DEFENDER

Official Strategy Guide

by Robert Berger

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